



SOMNUS DOMINA
5E
COMPATIBLE

Luxus' Guide To

Authored by Logan Laidlaw

KITS'ADRIA

A Somnus Domina sourcebook diving into Kits'adria (shapeshifting foxkin) including 9 subraces, 28 subclasses, dozens of new spells, items, artifacts, a full bestiary, guides regarding thier history, gods, lore, and much more!



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SCANDAL SEAGRINNE,
A KITS'ADRIAN WITCH

Kits'adria

Wanderers who tend to pop up in the most unexpected places, the Kits'adria are natives of the continent of Cu Chullis, born as foxes who become shapeshifting humanoids with fox features in adulthood. They are mischievous by nature and are proficient at sneaking, skulking about, and disguising themselves. Their natural shapeshifting abilities allow them to turn into foxes or alter their features to resemble other humanoids.

Culture

Kits'adrian culture varies depending on where they are born. Those born to proper Kits'adrian tribes in Cu Chullis are often raised with a respect for nature and life, learning not to take their mischief far enough that they hurt someone beyond repair or, god forbid, kill someone without reason. These Kits'adria are connected to a loose social community that occasionally is called together by their matrons for gatherings, coming-of-age ceremonies, warnings of anything that their extended tribe should know about, and otherwise educate younger Kits'adria of the extended society they belong to. Though they rarely see one another, they have a capacity for remembering members of their tribe and treat their own kind with respect, sometimes leading to situations where it seems as though all Kits'adria know one another across large expanses of territory.

Those born outside these circumstances - such as those who have lost their families or were taken away from them at a young

age - are skilled at adapting to their surroundings. They have a gray sense of morality, do not fully understand concepts of good and evil, and can be raised to perform more sinister actions if they must. Many secret organizations revel in the chance to add a young Kits'adria to their forces, as their shapeshifting abilities and naivete make them useful assassins, thieves, and infiltrators. Though it is rare that they develop a taste for causing harm, it is not unheard of.

Socialized Kits'adria who live openly among other societies without hiding their identity are rare but not nonexistent. These individuals are referred to as 'live-ins' by other Kits'adria and are generally not treated much differently by their kind other than being approached with caution by those who attempt to remain hidden. Live-ins are often those who have a heart between both realms: they see value in the social structure of a city or kingdom and want to chase their goals within it. This is especially common for the more scholarly members of their kind, and Kits'adria with a knack for or interest in spellcraft may approach a mage to teach them, using their own peculiar nature as a selling point in regards to becoming an apprentice.

Stages of Life

A Kits'adria starts its life as a pup: a small fox that is only discernible from a normal fox through its puffy tail, haunches, and small tufts of fur at the joints on its legs, most noticeably appearing like fluffy cuffs above their paws. The pup grows into something physically resembling a fox (with the same attributes) over the course of roughly a year. They remain in this form for about a decade, living as a fox with a heightened sense of awareness and comprehension, until puberty begins at around ages 11-14. During this time, the Kits'adria begins to develop arcane markings on their fur - appearing as if painted in - known as kitscratch runes. The Kits'adria then begins to experience dreams and wandering thoughts about a mortal form, which eventually become clearer as their humanoid forms are imagined into existence.

The parents and elders surrounding the Kits'adria aid them during this period, helping them to hone their developing shapeshifting abilities, imagine an ideal self, and reach out to seize their new identity. Once they achieve the ability to shapeshift they reach sexual maturity and create a body equivalent to a 14-17-year-old human in age, taking a humanoid form with Elven beauty inherited from their divine originator. There are defining features that distinguish the Kits'adria in their humanoid form, such as a huge fox tail, long fox ears in place of regular ones, sharpened nails, and the presence of the kitscratch markings they developed in puberty. Though difficult to comprehend when going through it, this humanoid form - now their true form - is something a Kits'adria can craft, their imagination shaping their personal reality and constructing their future self.

Once they take humanoid form they can use shapeshifting magic to hide certain features, appear like other humanoids, and even return to their fox form (with or without their markings). Over the next 5-8 years their body develops at the same rate as a human. Aging then slows to a crawl, maintaining the appearance of a 17-23 year-old. For the remainder of their lives the Kits'adria retain their youthfulness, partially through genetically slow aging and partially through the subconscious application of shapeshifting magic to retain their luster.

Kits'adria possess a natural vanity about youth that causes them to cherish it. Even in old age they have a sense of youth and dignity, though certain signs of weariness creep in during their final years. The oldest Kits'adria have one tell-tale trait: their kitscratch runes fade and become silver. When a Kits'adria finally succumbs to death, their kitscratch vanishes as the light leaves their eyes.

Language

The Kits'adria language is primarily based on how they communicate whenever they are in their fox forms where they spend most of their early life. It consists of various yips and chirps that are similar in nature to the sounds an average fox may make, but the vocalizations tied to a Kits'adria is distinct from a fox. Their language, Kitzish, is not something regular foxes can understand nor can the Kits'adria understand regular foxes. Once they take on their humanoid forms, Kits'adria generally speak whatever language is dominant in the community they grew up in, usually Common or Elvish. While in humanoid form they can speak a dull, borderline offensive take on Kitzish by emulating chirps and barks that may make them seem childish to any non-Kits'adria around them.

Matriarchal

Kits'adria have a naturally matriarchal society. Though they rarely ascribe to the idea of social hierarchies, their mothers, grandmothers, and eldest women tend to hold the largest influence among their kind. When extended communities meet, they usually turn to the eldest and most capable of their women to serve as their matrons. This individual is sometimes referred to as a Tail-Mother, and those who are old enough are treated with almost religious authority. It is commonly known among their elders that several Kits'adria communities are secretly led by matrons who were one among the First to Skulk, living out immortal lives and watching over their descendants either secretly or very plainly. The First to Skulk often have hidden groves and wild temples where they live and meet, distinguishing them from their kindred.

In their individual families, women are often hunters and warriors. These roles are far from absolute and, in fact, are usually ignored, but all Kits'adria recognize their female family members as guardians and primary providers. It is not uncommon for their families to be relatively open in nature, with the concept of monogamy not coming as readily to Kits'adria as is the case in more structured cultures. It is common for Kits'adria to have multiple partners who happen to spread out among different family units and rely on unexpected encounters within their territory, but when pups are being raised and trained it is very common for their family units to have multiple mothers to train and provide until the extra attention is no longer needed.

Kits'adria family units usually consist of three parents and their pups, until those pups are ready to break free and head into the world on their own. Their family units and long-term partners are usually met during community gatherings called by Tail-Mothers and, generally, Kits'adria don't settle down into long-term packs until they are into their hundreds and have found their direction in life. Such gatherings only happen every 20-30 years, and the sign of Kits'adria being ready to settle in with a particular partner can be measured by their desire to seek each other out between consecutive meetings despite their time apart.

Names

Kits'adria that live within communities of their own kind have two names: one spoken in Kitzish that they acquire then they are a fox pup, and one they adopt later. They may take on many names by the end of their life, but these initial two hold great importance to them. The first name is not pronounceable in any tongue except Kitzish. The second is chosen by them or their relatives when they take a humanoid form and is generally taken from a language spoken wherever the Kits'adria was raised. It is common for Human and Elvish names to be taken on by them, though they often twist them in a way that makes them sound fun or catchy.

It is not uncommon for lone Kits'adria to go without an actual name for a long period of time unless someone suggests one or a community they're a part of grants them one. They almost never take on any kind of family name unless heavily socialized as live-ins, but if they impersonate someone for long enough or have assumed a false identity for a long period of time they will adopt the name of that identity as their own (unless doing so would be morbid).

Kits'adria also tend to go by a general nickname based on descriptive aspects of them, such as Red, Swipe, Snore, Chirpy, Lunge, Sinister, Rocksalt, or Streak. It is common for their nicknames to be based on their hair color or kitscratch.



Mythological Roots

The origin of Kits'adria ties back to the Eidolon Luxus, one of Somnus Domina's twelve Prime gods. When they were still mortal, this god was a fiery-haired Half-Elven woman who traveled with a pet fox named Kitsune who served as her eternal companion. During the mortal Eidolon's war against the Grand Primaries this pet fox was killed, and the Primal God Luxus had sworn her service to took pity. She granted them a combined life force that revived the pet and granted it supernatural prowess; Luxus became a fox-like humanoid as a consequence of this cross-species connection. When she ascended to godhood, Luxus altered her appearance to fully embrace this image, and her newly acquired divinity granted Kitsune wisdom and divine power of her own, resulting in both the first eidolos and the first Primary Aspect. Kitsune became a magnificent nine-tailed fox of god-like power and took on a role as an Aspect of Luxus, as well as the power to shapeshift into a woman of noble bearing who had fox characteristics.

This aspect sought to create watchful eyes in the recovering war-scarred world, and so granted a handful of foxes a flicker of awakened intelligence, the power to shapeshift, and humanoid appearances inspired by Luxus. These were the first of the Kits'adria, the First to Skulk, and would act with divine purpose for over a thousand years until their services were considered fulfilled and no longer needed. Luxus released them from her influence, granted them the power to reproduce naturally, and passed on what Luxus considered the greatest gift a mortal could be given: endless curiosity, and a desire to seek amusement through tricks and schemes among mortals. These naturally reproduced Kits'adria have finite lives, and their breeds are based on the genetic makeup of the First to Skulk they are most closely related to.

Kits'adria Traits

As a Kits'adria you have the following traits, as well as those granted by your subrace.

Ability Score Increase. Your Dexterity score increases by 2, and one other stat increases as described by your subrace. Alternatively, at your DM's discretion, you can choose one of the following options:

- Increase one of your Ability scores by 2, and another by 1.
- Increase three of your Ability scores by 1.

None of the Ability score increases gained through your race can increase any Ability score above 20.

Age. Kits'adria reach maturity around the age of 17, at which point their aging process begins to slow and all but outright halts for the remainder of their life. They remain as foxes until they are roughly 11-13 years old, when their kitscratch forms, after which point their true humanoid forms are imagined into being. They can live up to 250-300 years, retaining their spry and youthful forms throughout their entire life.

Alignment. Kits'adria are chaotic by nature but have been known to be neutral. They are often good-aligned and rarely vindictive enough to be evil, but an evil Kits'adria is not outside the realm of possibility. Neither is a lawful Kits'adria, however unlikely.

Darkvision. You can see in darkness up to 60 feet as if it were dim light, and dim light in that range as if it were bright light. When seeing in darkness, you see different colors in pastel shades, with red and green hues blending into shades of grey.

Impersonation. You can cast *disguise self* at will, requiring no spell slots or components (using Charisma as your spellcasting ability for it when relevant).

Kits'adrian Shapeshifting. You can shapeshift into the form of a small fox or back into your true form as a bonus action. When in fox form you have advantage on Dexterity checks and saving throws, but your Strength and Constitution scores are treated as 10 (unless they were lower) - this does not affect your maximum hit points, and your wounds are consistent between both forms. While in fox form you cannot perform verbal or somatic components, and any illusion magic that changes your appearance with your consent is suppressed when you are in fox form.

When you become a fox you can choose if your equipment drops harmlessly around you or merges into your new form. Items that merge with you cannot be reached or used until you transform back. As a fox, you can still wield melee weapons with the light or finesse property by holding them in your mouth. While transformed you must roll a Constitution saving throw every time you take damage as if you were concentrating on the effect. On a failure, you turn back into your true form and cannot change shape this way again until you complete a short or long rest. If you are reduced to 0 hit points you revert to your true form.

Languages. Kits'adria can speak their fox form language (Kitzish) which has no written equivalent. This can be spoken in their fox form or true form. Additionally, they can speak either Common or Elvish, and one other language of their choice is taken from a community they developed in.

Size. Your size is small or medium (you choose when creating your character). Kits'adria can range in height from the size of Halflings to having more Elven body types, though they are always cunning and graceful.

Speed. Your base land speed is 30 feet.

Subraces

Your Kits'adria has a subrace based on their breeds which you choose when making your character. The subraces are loosely based on memetic magical abilities left over from the First to Skulk they are most closely related to.

Angelscratch

Born from an ancestry that ties back to both Kits'adrian and celestial origins, these soft-featured Kits'adria have divine influence in their veins. Their kitscratch usually indicates this, as it appears as lines of celestial text with stylized feather-like patterns. They can manifest their angelic power in a manner similar to an Aasimar, but this radiant form evokes the divinity of Kitsune rather than a winged angelic form.

Ability Score Increase. If you are using racial ability score increases, your Charisma score increases by 1 (to a maximum of 20).

Celestial Heritage. In addition to a humanoid Kits'adria, your creature type is also considered a celestial, and you are resistant to radiant damage.

Echo Tail Form. Once per long rest you may use your bonus action to assume a celestial form for 1 minute. During this time your fur takes on a radiant glow, and you gain the following benefits:

- Your fur produces light as though by the *light* spell,
- Your tail splits into a number of tails equal to your proficiency bonus plus 3. When you make an attack roll, saving throw, or ability check, you can choose to expend one of your tails to release divine energy from it, allowing you to roll a d20 and use it in place of the result. You can only do this before the DM declares if the roll was a success or failure. Once a tail is used it disappears and merges with the remaining tails. When the last tail is spent this transformation and its effects end.
- Once per turn, when you hit a creature with an attack you may deal extra radiant damage to them equal to half your level (rounded down).
- You cannot benefit from any illusory effects that change or hide your appearance, nor can your form be altered (even if you are willing). Effects altering your form when you activate the effect are suppressed for the duration.

Caped

Acclimated to hot sub-Saharan environments, these Kits'adria commonly have shorter, wider ears, salt-and-pepper fur colorations, and are descended from Kits'adria who evolved to survive in the Strikelands. They are usually smaller than other Kits'adria and, while not all-encompassing, their age tends to slow to a crawl slightly earlier than other Kits'adria (between 17 and 19). They are spry, making them able to flee and run freely even in difficult situations.

Ability Score Increase. If you are using racial ability score increases, your Charisma score increases by 1 (to a maximum of 20).

Escape Expert. When you move out of another creature's attack range and provoke an opportunity attack, you can use your reaction to take the Disengage action. You must choose to do so before the opportunity attack is made, and the attacker's reaction is not expended when you do so.

Unflinching Heel. When crossing difficult terrain that does not involve any movement speed except walking, climbing, or burrowing, you ignore any penalty to movement it might cause. Furthermore, when in your fox form, you have a burrow speed equal to half your base movement speed (rounded down).

Deepwood

These Kits'adria are used to living in forests and jungles. Their most common hair colorations are red, orange, or black and gray. These Kits'adria might be considered the most common.

Ability Score Increase. If you are using racial ability score increases, your Constitution score increases by 1 (to a maximum of 20).

Pursuit. When a creature provokes an opportunity attack from you, you may use your reaction to chase them down a distance up to your movement speed. When you do, each time they move a space you may move to stay in a space adjacent to them that you can reach using your remaining movement. If at any time the target is more than 10 feet away from you and you are unable to move adjacent to them you must stop giving chase.

Wild Life. You have proficiency in Wisdom (Perception) checks. If already have proficiency in Wisdom (Perception) checks through any other means, you add your proficiency bonus to your Wisdom (Perception) checks a second time (unless you were already doing so, such as through a feature like *expertise*).

Devilscratch

A fiendish planetouched Kits'adria who is similar in nature to Tieflings and Fey'ri in that they have devils somewhere in their ancestry or suffer from some kind of fiendish curse. Their features can appear somewhat demonic with their predatory eyes, pronounced nails, and a more aggressive fox form. Their kitscratch includes infernal writings and bloody tones of red or toxic green.

Ability Score Increase. If you are using racial ability score increases, your Charisma score increases by 1 (to a maximum of 20).

Fiendish Heritage. In addition to a humanoid Kits'adria, your creature type is also considered a fiend (devil), and you are resistant to fire damage.

Flaming Fur. You can cast *hellish rebuke* a number of times per long rest equal to your proficiency bonus, using Charisma as your spellcasting ability, requiring no spell slots or material components.

Hellfox. Your fox form is more sinister, featuring pronounced fangs, a tail that has fur flowing in a manner resembling flames, and sections of your paws and back are covered in thick leathery charcoal-like skin rather than fur. When you assume your fox form you become a medium-sized creature instead, and your Ability Scores are not changed. While in fox form you gain the following benefits:

- You can wield any one-handed melee weapon in your mouth that you are capable of wielding even if it doesn't have the light property.
- Your base movement speed is increased by 10 feet.
- You can perform the verbal components of spells in Kitzish.
- You have a bite attack that is considered a melee weapon and can benefit from features like *extra attack*. It is considered to have the finesse property and deals 1d6 piercing damage on a hit, plus Xd4 fire damage, where X is half your proficiency bonus (rounded down).
- You can use your bonus action to make a claw attack that functions as your bite attack, except it deals slashing damage instead of piercing.

Dustmoon

Dustmoon Kits'adria are used to living in planes and fields and are expert night hunters. Their eyes have adapted to the night, granting them a distinctly cat-like pupil that looks highly predatory compared to other Kits'adria, and their genes almost always leave them with yellow or golden eyes. Their fur is generally a dark shade, most commonly black or dark brown.

Ability Score Increase. If you are using racial ability score increases, your Wisdom score increases by 1 (maximum of 20).

Rundown. Once on your turn, you can choose to sprint suddenly as a burst of adrenaline spurs you forward. Your movement speed doubles until the end of your turn. You can use this feature a number of times equal to your proficiency bonus, regaining spent uses when you complete a long rest.

Shadow Dweller. If you are in dim light or darkness you can take the Hide action as a bonus action, and do not require cover to hide as long as you are in darkness. If you make an attack while hidden that misses, you may use your reaction to remain hidden.

Superior Darkvision. Your darkvision extends out to 120 feet.

Half-Breed

Kits'adria who breed with other humanoid species may produce a half-breed, just as a Half-Orc or Half-Elf might. Half-breed Kits'adria lose some of the core qualities their full-blooded brethren possess but make up for through the qualities of the bloodline they inherit.

Ability Score Increase. If you are using racial ability score increases, one Ability score of your choice increases by 1 (to a maximum of 20).

Bloodline. You gain one racial trait from either of the races you were directly sired from. This can include regaining your *Kits'adrian shapeshifting* or any racial trait from the other race. You cannot choose an *ability score increase* trait or any trait that lets you take a feat.

You may use either race's *age*, *alignment*, *size*, or *languages* traits during character creation.

Half-Breed Adjustment. You lose the Kits'adrian shapeshifting feature from this race but may take one feat of your choice that you meet the requirements for. This feat is considered a racial feature for you, and so it can be taken again even if it normally couldn't. If the feature has an effect that might stack with itself (such as sharpshooter or great weapon master), you can only ever benefit from one instance of the feat's effects at a time.

Versatility. You gain proficiency in two skills of your choice.

Megiscratch

Blessed with magical prowess, the Megiscratch Kits'adria are descended from those among the First to Skulk who possessed greater magical powers. They are naturally inclined toward the arcane arts in their many forms. Their kitscratch resemble arcane runes and layered calligraphic symbols.

Ability Score Increase. If you are using racial ability score increases, your choice of your Intelligence, Wisdom, or Charisma score increases by 1 (to a maximum of 20).

Natural Arcana. Choose one class that is capable of spellcasting (not including through their subclasses), then choose one 1st-level and one 2nd-level spell that class is capable of casting. Starting at 1st-level, you can cast the 1st-level spell a number of times equal to your proficiency bonus without a spell slot or material components, regaining spent uses when you complete a long rest. When you reach 3rd-level you can cast the 2nd-level spell once per short or long rest. Your spellcasting ability for these spells is the same one the class you picked would use.

When you choose spells for this feature you may also choose spells that are part of the Skulker's Grimoire spell group instead of choosing a class, using Charisma as your spellcasting ability for those spells. You may otherwise cast these spells using spell slots of the appropriate level.

Warding Kitscratch. When you are targeted by a spell or magical effect that targets only you, you may roll the saving throw with advantage or impose disadvantage on a spell attack targeting you. You may do this a number of times equal to half your proficiency bonus (rounded down) per short or long rest.

Redpaw

Wanderers who descended from Kits'adria who roamed as nomads: they were used to many environments and able to adapt as needed. These hearty Kits'adria are predisposed to being naturally more muscular, usually featuring dusty red or yellow fur. Their nails are sharper than their cousins, granting them a natural means to defend themselves.

Ability Score Increase. If you are using racial ability score increases, your Strength score increases by 1 (to a maximum of 20).

Hearty Restitution. When you are reduced to 0 hit points you automatically succeed one death saving throw, and if you succeed three death saves you immediately regain hit points equal to 1d10 + your total level. Once you regain hit points this way, you do not gain any benefits from this feature until you complete a short or long rest.

Sharpened Nails. Your nails count as a melee weapon with the light and finesse properties. They deal 1d6 piercing damage on a hit, and if used to make an off-hand attack as a bonus action you may add your ability score modifier to the damage roll. When you reach 10th-level the damage increases to 1d8, then 1d10 at 16th-level.

Wanderer. You have proficiency in Wisdom (Survival) checks. If you already do, you gain proficiency in one other skill of your choice.

Snowfield

Snowy climates are often home to packs of Kits'adria who wander the snowy tundras and fields searching for food and fun, donning snow-white fur that functions as camouflage. They are highly adapted to the freezing environments they call home, including being able to avoid detriments like snow blindness.

Ability Score Increase. If you are using racial ability score increases, your Constitution score increases by 1 (to a maximum of 20).

Blindness Resistance. You have advantage on saving throws made to resist being blinded.

Cold Climate Dweller. You are resistant to cold damage, as well as immune to the detrimental effects of frigid environments.

Snowstep. You do not suffer penalties from difficult terrain caused by snow or ice and can move across those surfaces normally. By using your nails to dig into them, you are able to climb icy surfaces as if you had a climb speed equal to your base movement speed.



FLINT WICK, A SNOWFIELD KITS'ADRIA

Characteristics

You can use the following tables to generate information and characteristics about a Kits'adrian character.

Personality Traits

d8 Personality Trait

- 1 I like to wander in great open areas, and the horizon always calls to me!
- 2 My natural curiosity often gets the better of me, and I love to ask questions that lead to more questions.
- 3 I make a game out of hiding that I'm a Kits'adria, purely for the fun of it.
- 4 I enjoy spending more time in my fox form than my humanoid form.
- 5 Varied groups are more enjoyable than ones filled with like-minded people, so I seek out such groups.
- 6 I like to collect bobbles and small items and make accessories out of them.
- 7 I purposefully play against the stereotypes people have of my kind.
- 8 I like practicing voices and mannerisms for my various disguises.

Ideals

d6 Ideal

- 1 The world is filled with too many points of view to consider any single one correct. (Chaotic)
- 2 The law is imposed by mortals, but when engaging with civilized folk one should respect their customs and way of life. (Lawful)
- 3 The wind has a will of its own. I don't want to miss its call, as so many people do. (Neutral)
- 4 The world is filled with fun if you know where to look. Even during the bad times. Especially during the bad times. (Good)
- 5 People are easily fooled and tricked. It's of no consequence if that's convenient for me. (Evil)
- 6 Staying still isn't for me. I want to see more of the world than anyone else. (Any)

Flaws

d6 Flaw

- 1 I have a terrible poker face and can't keep a secret.
- 2 I'm a bit clumsy when I'm using my illusions, often forgetting where my tails and ears are. They frequently bump into things.
- 3 I don't follow complex politics or regulations very well as I'm not used to them.
- 4 I have a tendency to assume people think the same way and I'm not always sensitive to local customs.
- 5 All too often I try to get the most out of a situation, sometimes to the point of it passing me by entirely.
- 6 I am very picky about the food I eat, and I'm just as vocal about it.

Quirks

d6 Quirk

- 1 I compulsively brush my tail when I'm nervous.
- 2 My ears are highly emotive, often giving away my disposition.
- 3 I like to be treated like a pet when in fox form, often looking for strokes and treats.
- 4 I have a tendency to blurt out the first thing that comes to mind.
- 5 I'm secretive about basically everything. Better to keep them guessing.
- 6 I like to adorn my ears and tail with accessories and take very delicate care of my nails and teeth.

Bonds

d6 Bond

- 1 I was born to a relatively large community of Kits'adria and know a great many of my kind.
- 2 My mother is the Tail-Mother of a community, and I've been raised to take her place someday.
- 3 I lost my parents or was abandoned as a child, and grew up with parents who didn't know much about Kits'adria.
- 4 I have a best friend I met at a communal gathering. They stay in contact with me and we meet up frequently.
- 5 I'm secretly part of an influential family where I'm from, but no one there knows I'm a Kits'adria.
- 6 A criminal once discovered my secret identity and blackmailed me into working for them. Now they're my partner in crime, like it or not.



CHARACTER OPTIONS

THIS SECTION CONTAINS OPTIONS A PLAYER CAN SELECT when building their character, outside the core Kits'adria features. These options, subclasses, weapons and armor options are available to you as your GM deems appropriate, and at their discretion you may also utilize options or content from the sections listed in the Dungeon Master's tools.

Subclasses. These subclass options can be taken at the levels listed.

Spells. A collection of spells that players and NPCs make use, also including a description of spell groups, their use, and which spells from this book belong to which.

Invocations. Extra invocations (included at the end of the Warlock subclasses), some of which require the Warlock subclasses listed here, and others presenting options for Warlocks in general.

Feats. A handful of feats you can select when given the appropriate opportunity in-game.

SUBCLASSES



THE SUBCLASS OPTIONS INCLUDED CAN BE USED WHEN A creature reaches the appropriate level in the class listed.

Barbarian

Slight Skirmisher. Abandoning the need for heavy weaponry, slight skirmishers find greater utility in light weaponry and swift strikes.

Wild Wonder. Contrary to the savage image of a Barbarian, these fighters channel primal magic through their weapons.

Bard

College of Adventure. Lovers of fantastic tales who seek the most adventurous epics to record and bare witness to.

College of Tradition. Storytellers who gather knowledge about traditions and communal practices and find the truth behind them.

Cleric

Mischief Domain. Clerics who uphold the virtues of harmless discord and stand against malicious harm and misfortune, and those who abuse authority.

Druid

Circle of Pestering. These tricksters can seek, hunt, and bother others with supernatural efficiency. They are deceptive and elusive by nature.

Circle of Souls. Druids of a circle that understands and can manipulate the nature of souls, both dead and alive.

Fighter

Corrosion Knight. A student of alchemy who mixes various poisons into their combat style, delivering them with their weapons.

Roamer. Hearty and strong, this Fighter has experience with travel and survival that they can pass on to their allies.

Swiftcut. Rapid Fighters who rely on quick weapons and light armor like a rogue might.

Inscriptor

Pictography. Rather than rely on words, these Inscriptors use pictures, symbols, and other images to evoke their powers.

Kitsune's Scribe. Explores and nature lovers, these journalists archive the natural wonders of the world and use their records to conjure magic.

Magus

Cognition Magecraft. Using magecraft to alter their senses, these magi alter their perception and the perception of others.

Toxicology Magecraft. Magi who focus on exploiting and manipulating toxins and poison.

Monk

Way of Flowing Energy. These Monks redirect beneficial and harmful energy in the world around them.

Way of the Slicing Nail. Warriors who slice through their enemies easily, deriving their teachings from ancient Kits'adrian tutors.

Paladin

Oath of Silence. Warriors who feel actions speak louder than words and focus on results that require no minced words.

Oath of Passage. Paladins to protect those who wander and ensure none are trapped or held against their will.

Petal Knight

Foxglove. Predisposed to wandering, these fighters are adept at dealing with poisons and the hazards of the wild world.

Fox and Cub. This Petal Knight carries the sun's light and can conjure up various radiant energies and effects.

Ranger

Gun-Dweller. A Ranger who has learned to use firearms to a masterful level of proficiency.

Pause Stalker. Trained in the magic and tactics of Kits'adria who guard sacred temples, these warriors excel in forest environments.

Rogue

Foxfire Pack. Sorcerous to a degree, this Rogue can summon a pack of fiery fox spirits to aid them.

Sorcerer

Foxblood. Carrying a spark of magic of Kits'adrian origin, this subclass grants quick and deceptive qualities.

Sword Saint

Way of Kyuubi. Focusing on the basics, this Sword Saint focuses on the originator of the sword saint class as a whole

Way of Tamamo no Mae. A warrior who mixes a wizard's magic into their combat style.

Warlock

The First Fox. A contract forged with Kitsune, which manifests as a spiritual fox companion that they shape through their connection and growth.

The First to Skulk. A pact with a member of the first Kits'adria, which grants fox-like qualities and powers. Includes extra invocations.

Wizard

Grassroots Alchemist. A mage who studies natural magic, and produces alchemic concoctions from that research.



Barbarian

When you take your third level as a Barbarian, you can choose one of the following Primal Paths, gaining its features at the levels listed.

Slight Skirmisher

Most Barbarians rely on brute force and lose themselves in the primal rage that drives them. Slight Skirmishers don't shy away from their brutality but have trained themselves to be proficient with more precise weapons. They do not aim to undermine their own rage. Rather, when in a frenzy they allow their training to intuitively guide their actions and trust the two skill sets will work in tandem.

Slight Skirmisher Features

Level Features

3rd *Flow State*

6th *Furious Pinpoint Strikes*

10th *Improved Critical (Swift)*

14th *Furious Quickdraw, Heightened Senses*

Flow State

3rd-level Slight Skirmisher feature

While in a rage you can sharpen your instincts and let your training guide you without thought. You gain advantage on Dexterity checks, and your rage damage can be applied to all thrown weapons and any melee weapon that uses your Dexterity. These weapons can also gain advantage through your *reckless attack* feature.

The first time you hit with a Dexterity-based weapon on each turn, you may roll one of its weapon damage dice again and add it to the damage roll.

Furious Pinpoint Strikes

6th-level Slight Skirmisher feature

When you take the Attack action, you may make one extra weapon attack as long as all of your weapon attacks from that action are made using weapons that can use your Dexterity for attack and damage rolls.

Improved Critical (Swift)

10th-level Slight Skirmisher feature

You score a critical hit using Dexterity-based attacks on an attack roll result of 19 or 20.

Furious Quickdraw

14th-level Slight Skirmisher feature

If a creature you can see leaves the normal/short range of a thrown weapon you have on your person, you may use your reaction to draw that weapon with a free hand and make a thrown weapon attack against that creature.

Heightened Senses

14th-level Slight Skirmisher feature

While you are raging you can take a second reaction each round, but both cannot be in response to the same trigger.

Wild Wonder

Attuned to the natural elements and at peace with them, the Wild Wonder barbarians are empowered by arcane energies they don't fully understand. They command natural magic as if it was second nature, causing the elements to heed their call and spring to life in response. Even while raging their innate connection with nature allows this power to spring forth.

Wild Wonder Features

Level Features

3rd Spellcasting

6th Reckless Caster

10th Raging Spell

14th Primal Duplicity

Wild Wonder Spellcasting

Level	Spells Known	—Spell Slots per Spell Level—			
		1st	2nd	3rd	4th
3rd	3	2	-	-	-
4th	4	3	-	-	-
5th	4	3	-	-	-
6th	4	3	-	-	-
7th	5	4	2	-	-
8th	5	4	2	-	-
9th	5	4	2	-	-
10th	6	4	3	-	-
11th	6	4	3	-	-
12th	6	4	3	-	-
13th	7	4	3	2	-
14th	7	4	3	2	-
15th	7	4	3	2	-
16th	8	4	3	3	-
17th	8	4	3	3	-
18th	8	4	3	3	-
19th	9	4	3	3	1
20th	9	4	3	3	1

Spellcasting

3rd-level Wild Wonder feature

Your primal anger gives way to a connection to nature that allows you to draw upon arcane forces and cast spells from natural sources even in your fury.

Spell Slots

The Wild Wonder table shows how many spell slots you have to cast your Druid spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you may cast *charm person* using either slot.

Spells Known of 1st-Level and Higher

You know three 1st-level Druid spells of your choice. The **Spells Known** column of the Wild Wonder table shows when you learn more Druid spells of 1st-level or higher. Each of these spells must be of a level you have spell slots for.

When you gain a level in this class, you can replace one of the Druid spells you know with another spell of your choice from the Druid spell list. The new spell must be of a level for which you have spell slots.

When you learn a Druid spell as a Wild Wonder you cannot choose to learn any spells that allow creatures to regain hit points, increase a creature's hit point maximum, or gain temporary hit points.

Spellcasting Ability

Wisdom is your spellcasting ability for your Druid spells since you learn them by heeding the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom when setting the saving throw DC for a Druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You do not require a spellcasting focus as long as you are wielding a weapon you are proficient with, which acts as your focus instead.

Spellcasting While Raging

You can concentrate on and cast Druid spells while raging, and your rage damage is added to any damage you deal with Druid spells you cast.

Skulker's Grimoire

If you are a Kits'adria or have a mentor who is a Kits'adrian spellcaster/member of the First to Skulk, you may treat all spells in the Skulker's Grimoire as Druid spells and learn them as well.

Reckless Caster

6th-level Wild Wonder feature

Spell attacks you make as part of your Druid spells can benefit from your *reckless attack* feature. When you cast a Druid spell while raging, your rage does not end early on your next turn.

Raging Spell

10th-level Wild Wonder feature

You can cast a Druid spell without expending a spell slot by expending one use of your *rage* instead. When you do so, the spell you cast must be of a level equal to or less than your rage damage bonus, and is treated as if it were cast with a spell slot of that level as well. You may do this a number of times equal to half your proficiency bonus (rounded down), then cannot do so again until you complete a long rest.

Primal Duplicity

14th-level Wild Wonder feature

When you take the Attack action, you can replace one of your weapon attacks with casting a Druid spell that has a casting time of 1 action.

BARD

WHEN YOU TAKE YOUR THIRD LEVEL AS A BARD, YOU CAN choose one of the following Bardic Colleges, gaining its features at the levels listed.

College of Adventure

Bards of the College of Adventure focus on the fantastic setpieces and adventurous individuals who star in most legend and heroic tales. They sing of the moments a hero crosses blades with their greatest enemy and revel in the artistry of combat. Their expertise on the matter leads them to proficiency in martial combat, and they use their knowledge to join in the fray as a martial combatant themselves.

These bards will be found seeking hot-blooded adventure, and sometimes will seem like they're trying to star in their own epic tale. Their songs share their love of a good fight, so their music pushes their allies into a state of frenzied determination. These bards are rarely found rooted in one place, and so will almost always be encountered on the road or in the company of wandering adventurers.

College of Adventure Features

Level Features

3rd *Bonus Proficiencies, Leap of Faith*

6th *Encore Action*

14th *Victory March*

Bonus Proficiencies

3rd-level College of Adventure feature

You gain proficiency with medium armor and melee weapons. When wielding a melee weapon you are proficient with you can use it as a spellcasting focus for your bard spells.

Leap of Faith

3rd-level College of Adventure feature

When you or a creature within 60 feet of you makes any roll that would normally be able to benefit from your *bardic inspiration* but they do not have any, you may choose to use your reaction to spend one use of your *bardic inspiration* to roll your *bardic inspiration* die and add it to the result of their roll. You must choose to do so before the roll is made.

Encore Action

6th-level College of Adventure feature

When you cast a Bard spell on your turn using a spell slot, you may either make one melee weapon attack against a creature within range or move up to half your movement speed (rounded down) without provoking opportunity attacks.

Victory March

14th-level College of Adventure feature

When you give a creature a *bardic inspiration*, they can choose one of the following: ability checks, saving throws, or attack rolls. Until they choose to use your *bardic inspiration* they roll 1d4 and add it to the result of each roll of the chosen type they make. When they do finally use the *bardic inspiration*, if the *bardic inspiration* die result is half its highest possible value or less, they may roll 1d4 and add it to the result as well.

College of Tradition

Bards of this college gather information on stories and lessons handed down within communities and try to discern their meaning. They find the kernel of truth within them that is most useful and play up the moral it is trying to pass on. By accumulating various anecdotes and stories like this they learn how many people perform different tasks, see the world, live their lives, and otherwise interact with one another. A Bard from the College of Tradition can be a helpful member of any operation as long as they know a bit about what they're talking about since they are powerful improvisers that can quickly instruct and educate others on how to perform tasks they're familiar with.

College of Tradition Features

Level Features

3rd *Bonus Proficiencies, Expert Example*

6th *Tale of Guidance*

14th *Moral of the Story*

Bonus Proficiencies

3rd-level College of Tradition feature

When you join the College of Tradition you gain proficiency with three skills or weapons of your choice.

Expert Example

3rd-level College of Tradition feature

When a creature benefiting from your *bardic inspiration* makes an attack roll, saving throw, or skill check using a weapon, save or skill you are proficient with, they may add your proficiency bonus to the result of the *bardic inspiration* die if they choose to use it. If they are already adding their proficiency bonus to it a second time by a feature such as *expertise*, they add half your proficiency bonus (rounded down) instead.

Tale of Guidance

6th-level College of Tradition feature

As an action, you can use your instrument to perform an inspiring tale that benefits those around you, speaking anecdotally of a similar situation and how to overcome it. You can choose a number of creatures within 30 feet of you, and of a number up to your proficiency bonus. The next time within 1 minute that those creatures make an attack roll, saving throw, or ability check, they do so with advantage. If you use this feature again before they do, the effect ends for them immediately.

Moral of the Story

14th-level College of Tradition feature

When a creature within 60 feet of you uses your *bardic inspiration* on a roll and succeeds, you can use your reaction to reinforce their inspiration and pass it along to others. Choose a number of creatures within 30 feet of them equal to half your proficiency bonus (rounded down) - which can include you and the initial creature - to gain this benefit. Every time those creatures make the same type of roll within the next 10 minutes (a specific save, specific skill, specific ability check, or any attack rolls) they roll 1d6 and add it to the result, and continue to do so as long as they succeed. If they fail, however, the effect ends early for them.

CLERIC

WHEN YOU TAKE YOUR FIRST LEVEL AS A CLERIC, YOU CAN choose one of the following Divine Domains, gaining its features at the levels listed.

Mischief Domain

Clerics of the Mischief Domain follow after gods that revel in causing harmless discord, including Somnus Domina's Luxus. They are less traditional than Clerics often tend to be, using their abilities to humble those who use their control over others to cause misfortune and unhappiness. They often act like vagabonds and rogues, performing heroic deeds against those they consider to be stuffy or arrogant, and trying to reintroduce some zest into the lives of those around them.

Mischief Domain Features

Level Features

- 1st** *Bonus Proficiencies, Improved Critical (Swift)*
- 2nd** *Channel Divinity: Echo Attack*
- 6th** *Killer Critical*
- 8th** *Divine Strike*
- 17th** *Illusion Master*

Mischief Domain Spells

You gain domain spells at the cleric levels listed in the Mischief Domain Spells table below. See the Divine Domain class feature for how domain spells work.

Level Domain Spells

- 1st** *Jackal's Luck, Expeditious Retreat*
- 3rd** *Mirror Image, Nathair's Mischief*
- 5th** *Hold Attacker, Kellia's Deceptive Mark*
- 7th** *Confusion, Freedom of Movement*
- 9th** *Far Step, Steel Wind Strike*

Bonus Proficiencies

1st-level Mischief Domain feature

You gain proficiency with all light or finesse weapons.

Improved Critical (Swift)

1st-level Mischief Domain feature

You score a critical hit on melee attacks using weapons with the light or finesse property on an attack roll result of 19 or 20.

Channel Divinity: Echo Attack

2nd-level Mischief Domain feature

You can use your *channel divinity* to fool a creature's senses and strike when their back is turned. As an action you can teleport to an unoccupied space adjacent to one creature within 60 feet of you, leaving an illusory clone behind you momentarily, then take two weapon attacks against the target as part of the same action. If the creature could see you when you teleport they must make a Wisdom saving throw. On a failure, they lose track of you, and both of your weapon attacks have advantage, and the first to hit deals an extra number of one of your weapon's damage die equal to your proficiency bonus, but this damage is thunder damage.

Killer Critical

6th-level Mischief Domain feature

Whenever you score a critical hit against a creature you gain two benefits: if you did so using a weapon, once that turn you may roll two of the weapon's highest damage dice again and add the result to your damage roll; you may use your bonus action to make two more weapon attacks using a light or finesse weapon (you may stow a weapon and draw a new one as part of this bonus action).

Divine Strike

8th-level Mischief Domain feature

You can infuse your weapons attacks with disruptive energy. Once on each of your turns when you hit a creature with a weapon attack, you can choose to have that attack deal an extra 1d8 thunder damage. When you reach 14th-level this extra damage increases to 2d8.

Quick-Witted Illusion

17th-level Mischief Domain feature

On your turn, when you take the Attack action you may choose to cast an illusion spell with a casting time of 1 action or 1 bonus action as part of the same action.



DRUID

WHEN YOU TAKE YOUR SECOND LEVEL AS A DRUID, YOU CAN choose one of the following Druid Circles, gaining its features at the levels listed.

Circle of Pestering

Proficient in seeking out particular individuals and tagging along blissfully unaware of if they are needed (or wanted), Druids of the Circle of Pestering are slippery individuals who are difficult to understand, pin down, or avoid. They have an uncanny sense of direction when seeking out others, and seek to just as easily vanish from sight when they don't want to be caught.

Person of Interest

2nd-level Circle of Pestering feature

Each time you complete a long rest, you can attempt to magically intuit the direction of a creature that you have met or seen before. Unless that creature is shielded from divination magic or is on a different plane, they must make a Wisdom saving throw against your Druid spell DC, modified as though you were casting the scrying spell and targeting them. If they fail, you discern their direction. If they are within 1 mile of you then you become aware of how far away from you they are. This feature cannot track creatures that are dead, undead or a construct.

Rascal's Whisper

2nd-level Circle of Pestering feature

You learn the *message* cantrip, which does not count against your cantrips known. When you cast *message* you do not have to point at your target and can choose a number of extra creatures within the spell's range equal to your proficiency bonus. Your targets all hear the message you whisper, and each of them can contribute a response that all the targets (and you) hear. When you cast the spell you can choose any targets who you wish to not be able to respond.

Hide and Seek

6th-level Circle of Pestering feature

You gain proficiency in Dexterity (Stealth) checks and can take the Hide action as a bonus action. If you cast a spell while hidden against a creature that cannot see you, that creature has disadvantage on the first saving throw they make against it.

Puppetwood Clones

10th-level Circle of Pestering feature

Once per short or long rest as a bonus action on your turn, you can channel illusory magic to create wooden puppets which are made to look realistic and indistinguishable from you through illusory magic. These puppets function identically to the mirror clones created by the spell *mirror image*, but can still trick creatures that do not rely on sight and do not count as a spell for the purposes of effects like *dispel magic*. Each round, if any puppets have been destroyed, you can use your bonus action to restore one destroyed puppet.

Blurred Reflection

14th-level Circle of Pestering feature

You have learned how to further confuse your enemy's perception of you. You can cast *misty step* at will, and *blur* a number of times per long rest equal to half your proficiency bonus (rounded down).

Circle of Pestering Features

Level Features

2nd *Person of Interest, Rascal's Whisper*

6th *Hide and Seek*

10th *Puppetwood Clones*

14th *Blurred Reflection*



Circle of Souls

Druids from the Circle of Souls take care to nurture and support souls that have yet to pass on, and use their influence over them to aid those whose time has not yet come to return to their bodies. They can draw energy out of a creature's spirit, or form a rapport with a fading spirit to speak to it and ease its anguished heart. They can often be found in places where the undead have taken root, and lend their efforts to returning their desecrated bodies back to their natural state.

Circle of Souls Features

Level Features

2nd Spirit Weave, Soulbinder

6th Spirit Sap

10th Aura of Enduring Spirit, Last Thoughts

14th Provisional Manifestation

Soulbinder

2nd-level Circle of Souls feature

You are invested with the power to compel souls to remain within their dying bodies. If a creature within 30 feet of you fails a death saving throw (except in the case of a natural 1), you can use your reaction to have them either reroll the death save and keep the new result, or erase the failed result and delay their fate until the next time they roll. If the creature fails death saves as a result of taking damage while dying, you must choose to erase the result. You can only negate up to one failure per creature, which is restored after completing a long rest.

Spirit Weave

2nd-level Circle of Souls feature

You can create an ethereal weave that twists and winds around your astral form, invisible to all except you and those who can see into the ethereal. This chain connects various small motes of spiritual energy that you draw upon. You have a number of *spirit links* equal to your proficiency bonus. When you make an attack roll or saving throw you can choose to expend a *spirit link* to roll 1d4 and add it to the result. You regain expended spirit links when you complete a long rest.

Spirit Sap

6th-level Circle of Souls feature

When you score a critical hit or reduce a hostile creature to 0 hit points within 60 feet of you, you can choose to absorb a fraction of their departing soul and use it to empower you. You can choose to either regain one expended *spirit link* or gain temporary hit points equal to 1d8 + half your Druid level (rounded down). Once you do so, you cannot use this feature again until the start of your next turn.

Aura of Lucidity

10th-level Circle of Souls feature

Once per short or long rest you can create an aura as a 20-foot-radius sphere centered on you, which follows your movements and eases the spirits of those within it. The sphere remains for 1 minute, until you lose consciousness, or until you dismiss it (no action required). Any creature within your aura that you consider an ally makes Wisdom and Charisma saving throws with advantage, and cannot be charmed or stunned.

Furthermore, when one or more creatures within your aura make a saving throw against the same spell or magical effect, you can expend a *spirit link* to give them advantage on their saving throw, manifesting your spirit weave around them to invisibly protect them.

Any undead creature that starts its turn within your aura or enters it for the first time on its turn is burned by its natural splendor, taking radiant damage equal to 1d10 + half your Druid level (rounded down).

Last thoughts

10th-level Circle of Souls feature

If you touch the body of a dead creature, you can speak to and communicate with its dead soul telepathically as long as it has not been dead for longer than 1 day. When you do so you can only speak with it for up to 10 minutes (beginning when you reach out to it), after which point communicating with it further becomes impossible through this method. Any creature who is in physical contact with you when you are in contact with a recently departed soul can hear you converse, and may telepathically speak to them as well if you allow it.

Provisional Manifestation

14th-level Circle of Souls feature

You can harness the latent energy of your spirit weave to create magical energy. As a bonus action, you may spend any number of *spirit links* to create a spell slot equal to the number you spend, and this spell slot can only be used to cast Druid spells. You may only spend a number of *spirit links* equal to or less than half your proficiency bonus (rounded down) in total, then cannot do so again until you complete a short or long rest. The next time you complete a long rest you lose any spell slots created this way.

Any soulless creature you target with spells cast using these newly created spell slots have disadvantage on saving throws against them.

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FIGHTER

WHEN YOU TAKE YOUR THIRD LEVEL AS A FIGHTER YOU CAN choose one of the following Martial Archetypes, gaining its features at the levels listed.

Corrosion Knight

Investing in the less honorable act of poison, the Corrosion Knight can brew special poison oils to apply to their weaponry which burns away the vitality of their opponents. As they advance their craft they learn to modify these poisons to suit different purposes. They carry these poisons in unique small satchels that can be shattered upon weapons as needed for quick application, and with the proper experience can be modified to be used for medical purposes.

Corrosion Knight Features

Level Features

3rd Homebrewer

7th Double Application

10th Quick Preparation, Poison Advancement

15th Medical Mixture

18th Greater Advancement

Double Application

7th-level Corrosion Knight feature

When you apply your homebrewed poisons you can choose to apply multiple doses at once. If you do, their collective damage is applied if the target fails their saving throw against it. You can only apply a number of doses at once equal to half your proficiency bonus (rounded down).

Quick Preparation

10th-level Corrosion Knight feature

Each time you complete a short rest you can replenish up to two spent doses of your poisoned oil.

Poison Advancement

10th-level Corrosion Knight feature

You can choose to make one of the following adjustments to your poisoned oil when you take this level, which affects all poisons you make from that point on. Each time you gain a new Fighter level you can choose to change your selection.

Advanced Potency

While your weapon is coated in your poisoned oil, each time it hits a creature it deals poison damage equal to one of your corrosion damage dice.

Change in Grade

Your corrosion damage can be fire, acid or necrotic damage (you choose when applying the oil).

Debilitation

If a creature fails their saving throw against your poisoned oils DC by 5 points or more, they are poisoned for 1 hour. At the end of each of their turns, they repeat the saving throw against your poisoned oil, ending the effect on a success.

Extra Dose

When you complete a long rest you prepare two extra doses of your poisoned oil.

Persistent Poison

When a creature fails their saving throw against your poison, they take ongoing damage from it. At the start of each of their turns, they must repeat their Constitution saving throw against it, taking damage equal to one of your corrosion damage dice on a failure. On a success, this effect ends.

Medical Mixture

15th-level Corrosion Knight feature

You have learned to modify your poisoned oils to be beneficial if only combined with a quickly applied harmless chemical you keep with you. As a bonus action, you can spend one of your doses of poisoned oil to apply it as a medical ointment on yourself or a creature within reach. That creature regains hit points equal to your corrosion damage dice.

Greater Advancement

18th-level Corrosion Knight feature

You may choose two additional options from your *poison advancement* feature to apply to your poisoned oil. Each time you complete a long rest you can choose to switch one of these options for another.

Homebrewer

3rd-level Corrosion Knight feature

Your knowledge of poison allows you to create poisons of your own. Each time you complete a long rest you can prepare a number of poisoned oil doses equal to half your Fighter level (rounded down), which you can apply to a weapon or five pieces of ammunition each as a bonus action. Prepared oils become inert next time you complete a long rest. Once applied they remain potent for 10 minutes or until a creature fails their saving throw against them (except on ammunition, which becomes inert after being fired even if retrieved). When you hit a creature with the affected weapon or ammunition for the first time on a turn they must make a Constitution saving throw (DC 8 + your Wisdom modifier + your proficiency bonus), taking your corrosion damage on a failure.

Your corrosion damage is an amount of poison damage equal to 3d4. When you reach 5th-level as a Fighter it becomes 3d6, then 3d8 at 10th, 3d10 at 15th, and finally 3d12 at 18th.

Additionally, any time you apply poison to a weapon you may do so as a bonus action, and you never run the risk of accidentally poisoning yourself.

When you use your *action surge* you can apply poisoned oil to a weapon/set of ammunition (no action required) as long as you aren't restrained or incapacitated.

Roamer

Hardened by a life on the road, the Roamer is used to making their way in rough environments and moving from group to group. They have a resource of stories of their time on the road, some of which can be used as cautionary stories told to others to help them avoid danger. When engaged in combat they are tough and difficult to stagger, able to put themselves in the way of danger for the benefit of their allies.

Roamer Features

Level Features

3rd Wanderer

7th Heavy Block

10th Survivor

15th Carve a Path

18th Unbreakable State

Wanderer

3rd-level Roamer feature

Your knowledge of survival and travel allows you to better instruct your allies. Each time you finish a short or long rest, you can choose one of the following options:

Inspiring Story

You and up to five other creatures you tell a cautionary tale of survival to gain temporary hit points equal to 1d8 + half your Fighter level (rounded down). These temporary hit points vanish the next time they complete a short or long rest.

Instructions

You advise on how to survive in the current environment. The creatures you rest with have advantage on Wisdom (Survival) checks until the next time they complete a short or long rest.

Eyes Open

A number of creatures you choose equal to your proficiency bonus (including you) that you spend the rest with are warned against letting their guard down, and have advantage on the first initiative check they make before they complete their next short or long rest.

Heavy Block

7th-level Roamer feature

As long as you are wielding a shield, when you are hit with a weapon attack you can use your reaction to reduce the piercing, slashing, and bludgeoning damage you take by an amount equal to your Fighter level plus the shield's bonus to your armor class.

Survivor

10th-level Roamer feature

You have advantage on saving throws against being poisoned, paralyzed, or stunned, or that you make to recover from those conditions.

Carve a Path

15th-level Roamer feature

When you attack a creature using a method you know how to exploit, you can guide others to do the same. If you have advantage when you make an attack roll against a creature, you can choose to forgo that advantage to grant instructions to others. If you hit with that attack, the first attack every creature makes against that creature has advantage until the start of your next turn.

Unbreakable State

18th-level Roamer feature

On your turn, you can choose to expend one use of your *action surge* to enter a furious state of heightened attack and defense. For 1 minute, you gain the following benefits:

- Each time you take the Attack action, you can use your bonus action to make one extra weapon attack.
- If you use your reaction, you regain it at the start of each creature's turn. If you use it twice or more before the start of your own turn you can only use it to make opportunity attacks or take the *heavy block* reaction.
- You score a critical hit on melee weapon attacks on a d20 result of 19 or 20, and critical hits with melee attacks deal an extra weapon die of damage.

This state ends if you fall unconscious or choose to end it early (no action required).





Swiftcut

Focusing on swift combat, these Fighters rely on lighter armor and one-handed weapons with the intention of tearing through the battlefield and rushing enemies, overwhelming them with a series of rapid blows aimed at vital weak points.

Swiftcut Features

Level Features

3rd *Flurry Action*

7th *Breathing Exercise*

10th *Strike Upon Strike*

15th *Pack Tactics*

18th *Advantageous Blow*

Flurry Action

3rd-level Swiftcut feature

You are quick on your feet and able to strike precision blows. As long as you are not wearing heavy armor, you can use your bonus action to Dash or make a weapon attack using a one-handed weapon on your turn.

Breathing Exercise

7th-level Swiftcut feature

When you use your *second wind* as a bonus action, you can Dash or Disengage immediately as part of the same action.

Strike Upon Strike

10th-level Swiftcut feature

When you use your *action surge* and use the extra action to Attack, all one-handed weapon attacks you make as a part of that action have the option to reroll one of that weapon's damage dice and add it to the damage roll's result.

Pack Tactics

15th-level Swiftcut feature

When you make an attack roll against a creature while an ally of yours is within 5 feet of your target and not incapacitated, you have advantage on that attack roll.

Advantageous Blow

18th-level Swiftcut feature

You can pursue openings in your opponent's defenses, provided you have an edge to exploit. Once per turn, if you hit a creature with a one-handed weapon and have advantage on the attack roll, you may roll one of the weapon's damage dice three more times and add the results to the damage roll.

INSCRIPTOR

WHEN YOU TAKE YOUR FIRST LEVEL AS AN INSCRIPTOR, YOU can choose one of the following Authorial Intents, gaining its features at the levels listed.

The Inscriptor

This subclass is meant for the Inscriptor, available at <https://tinyurl.com/Nat19Inscriptor>

Pictography

These Inscriptors draw detailed or abstract images to capture their targets. Erring on the side of artistic and interpretive, their craft allows them to move beyond the limitations of language to invoke physical characteristics and more visual effects.

The primary Correfont who celebrates and communicates with these sorts of individuals is called Etskech: an aberrant being who exists in two dimensions within flat surfaces and changes their appearance at will to blend into whatever frame or surface they're inhabiting. Their library in Vulta de Congenio is a museum consisting of parchment walls, with various frames copying the works of famous artists from across the realms. Etskech's primary means of communication is through changing its appearance into a variety of images, and it seldom ever speaks.

Pictography Features

Level Features

1st Protected Vision

5th Fine Details

8th Painted Over

12th Visual Reference

20th World of Personal Design

Chapter Spells

Level Chapter Spell

1st Inflict Wounds

3rd Mirror Image

5th Hypnotic Pattern

7th Compulsion

9th Seeming

Protected Vision

1st-level Pictography feature

Your eye for detail is unparalleled. You are immune to being blinded, gain darkvision out to 60 feet if you did not already have it, and gain proficiency in Wisdom (Perception) checks. If you already have proficiency in Wisdom (Perception) checks you gain expertise instead: when you make a Wisdom (Perception) check you add your proficiency bonus a second time, unless another effect already allowed you to do so.

If at any point you are given the option to gain proficiency in a skill and do not have expertise in Wisdom (Perception) checks, you can choose to take expertise in them instead.

Fine Details

5th-level Pictography feature

You have the ability to alter the physical characteristics of subjects you artistically render. You can cast *alter self* and *disguise self* at will. When you cast *alter self* you can spend a *narrative twist* to target a number of willing creatures within 30 feet of you equal to your proficiency bonus who benefit from the spell in the same way you do.

Painted Over

8th-level Pictography feature

When you begin to take a long rest, you can draw a rendition of the area you are attempting to rest in (a 20-foot-radius sphere centered on a point you can see), including footnotes to attempt to reinforce it as a sanctuary to rest in. When you do, any creature who rests in the space within the next 8 hours (or until you leave) benefits from a +5 bonus to their Wisdom (Perception) checks and passive Perception checks. All doors within that space become locked for the duration as though by the *arcane lock* spell until you will them to unlock or the effect ends.

The conditions within that space become more livable and comfortable, granting all creatures resting in that space advantage on any saving throws they must make against environmental effects or ongoing effects like poison or disease.

Visual Reference

12th-level Pictography feature

When you see a creature cast a spell, you can use your reaction to quickly create a visual representation of that spell's effects. At any time within the next minute, you can spend a use of *consultation* to cast that spell as well (invoking the same effects as the original caster, and cast at the same level as if using the same level of spell slot). Once you do so, you cannot cast that spell again this way unless you see it cast again, and copying another spell effect into a visual reference erases the previous one.

If the spell you cast this way requires a 6th-level spell slot or higher, you must also spend a pact spell slot when you cast it.

World of Personal Design

20th-level Pictography feature

You have a mental image of a world that you can project through quick description and artistic representation. As an action once per long rest, you can target all creatures within 30 feet of you and transport them to a demiplane of your own creation, the environmental features of which you decide (and should be discussed with your DM when you gain this feature but may change over time). The terrain cannot be directly damaging, but you can decide the characteristics of the area as you see fit, and even make it look aesthetically identical to a place you know of. Creatures within it who could breathe and move when outside (such as those who were swimming when drawn in) can move and survive as though still in that environment, allowing creatures that were swimming for example to breathe air and swim through the air as if it were water. You may choose the temperature, weather, dampness, level of light, and other basic atmospheric elements of the demiplane. At your DM's discretion, it may change or be altered based on your emotional or mental state.

You and the creatures within this demiplane remain there until you choose to end the effect (requiring no action), die, you are removed from the plane for longer than 1 minute, or 10 minutes elapse. When returned to the outside, you can choose where creatures are returned to in the 30-foot-radius centered on where you were when you created the effect, and if returning to that space is impossible they are shunted to the nearest unoccupied space that can fit them. If you are not conscious they are returned to a position relative to yours, and you are returned to the point from when you left when using this feature.

A creature capable of teleporting or plane shifting may use those features to attempt to escape, but when they do so must succeed on a Charisma saving throw against your spell save DC. Features that allow for teleportation must not be limited to a range in feet to qualify to escape the demiplane (for example, *dimension door*, *misty step* and *thunder step* cannot escape, while *shadow gate*, *teleportation circle* and *teleport* can).

While inside this space you gain the following benefits:

- You can see as though you had blindsight within the entirety of the area.
- You can cast the *banishment* spell as a bonus action, requiring no spell slot or components. When creatures are banished they return to their location outside from before they entered.
- You have advantage on saving throws and spell attacks.
- You can cast 1st and 2nd-level Inscriptor spells you know at base level without expending a spell slot.
- Each round you can cast an Inscriptor spell as a bonus action, as long as it would normally take 1 action or more to cast.
- You ignore cover when targeting creatures with spells.

Also when you enter, you can choose to grant yourself and up to six creatures two of the following benefits, which they retain while inside:

- They all gain temporary hit points at the start of each of your turns equal to $3d10 + \text{your spellcasting ability}$.
- They are resistant to two damage types that you choose.
- They gain magic resistance: they have advantage on saving throws against spells and magical effects.
- They can use an action at any time to turn invisible, as though by the *invisibility* spell.
- They all gain the same senses (darkvision, truesight, blindsight, etc.,) as one creature you choose who entered the demiplane.
- They cannot have disadvantage on attack rolls (but disadvantage can still cancel out advantage).
- Their attack rolls have advantage.
- Two types of saving throws you choose have advantage.



Kitsune's Scribe

Those who chase legends in the open world may find themselves contacted by Kitsune, servant of Luxus and progenitor of the Kits'adria, and offered a chance to enjoy the myths and legends of the world on a more supernatural level. These Inscriptors were those who valued the truth of nature above the second-hand recorded knowledge of civilization and left to make their own records in the wide world. Kitsune appreciates those who seek the truth of the world and she grants them the tools needed to survive, hoping they will capture its majesty and relay and speak of the world's wonders back to her in their own terms, living vicariously through them.

Kitsune has no library in Vulta de Congenio, nor does she have any direct interest in their records. Her interest in Inscriptors lies only in supporting their endeavors and open minds, and so borrows the nature of Correfont's pacts to grant her gifts in a way that emphasizes and supports them. In that her nature is anchored in trickery and whimsy, the powers she grants are innately steeped in those elements as well.

Kitsune's Scribe Features

Level Features

1st *Path of Nature*

5th *Book of Adventures*

8th *Kit Trickery*

12th *Boundless Speed*

20th *Nine-Tailed Manifestation*

Chapter Spells

Level Chapter Spell

1st *Hunter's Mark*

3rd *Invisibility*

5th *Counterspell*

7th *Tamamo's Arrowfall*

9th *Everest's Isolated Undoing*

Path of Nature

1st-level Kitsune's Scribe feature

When you choose to learn a new spell as an Inscriptor you may choose spells from the Druid spell list, which count as Inscriptor spells for you.

Book of Adventures

5th-level Kitsune's Scribe feature

When you rest, Kitsune grants you knowledge of the landscape that surrounds you. She does so in vague terms as a means of rousing your excitement, but even still grants you information. Each time you complete a long rest you may consult your notes to see if anything has been left for you by your patron. If there is a natural wonder, mythical beast, ancient secret sight, or another area of remarkable interest within a certain distance of where you rested you may be given a prompt about it, warnings about what might be encountered, and cryptic directions if you wish to seek it.

The distance this effect considers is equal in miles to half your Inscriptor level (rounded down).

Furthermore, from general notes that she leaves about your surroundings you can glean enough information to gain one of the following benefits each time you finish a long rest, which lasts until you complete your next long rest:

- You have advantage on Wisdom (Survival) checks.
- You have advantage on Initiative checks.
- You have advantage on saving throws made against traps and natural hazards.
- Difficult terrain caused by the environment does not impose a penalty on you.
- A swim or climb speed equal to your base movement speed.

Kit Trickery

8th-level Kitsune's Scribe feature

Kitsune's roguish talents grant you certain supernatural powers. As a bonus action you can spend a *narrative twist* to invoke one of the following effects:

- Cast the *invisibility* spell at a level equal to your Inscriptor pact spell slots, but requiring no slot or component.
- Cast *greater invisibility*, requiring no spell slot.
- Teleport up to 60 feet to an unoccupied space you can see.

Boundless Speed

12th-level Kitsune's Scribe feature

When you take the Dash or Disengage action, your movement speed doubles until the end of your turn (including the movement you have already taken).

Nine-Tailed Manifestation

20th-level Kitsune's Scribe feature

You may invoke Kitsune's divine power directly as an action, summoning a spectral nine-tailed fox the size of a horse to watch over and empower you for 1 minute. During this time you gain the following benefits:

- You are under the effects of *freedom of movement*.
- Creatures cannot gain any benefit from attacking you from hiding or while invisible.
- By riding the spectral fox, your movement speed increases to 60 feet.
- You are resistant to damage from spells and magical effects.
- As a reaction to being targeted by an attack you can see, you teleport up to 30 feet to an unoccupied space you can see.

After using this effect, you cannot use it until you complete a long rest unless you expend a use of *consultation* to do so.

MAGUS



WHEN YOU TAKE YOUR SECOND LEVEL AS A MAGUS, YOU can choose one of the following Craft Focuses, gaining its features at the levels listed.

The Magus

This subclass is meant for the Magus, available at <https://tinyurl.com/Nat19Magus>

Cognition Magecraft

Your talents lie in altering the perception of those around you, changing their appearance and characteristics to suit their needs. Rather than alter the properties of the subjects they wish to affect, however, these mages are proficient in targeting the senses of the onlooker directly: rather than bend light around a creature to cause invisibility, they force an onlooker's brain to interpret signals in such a way as to not see the subject at all. They refine this craft to heighten their own senses and freely tamper with those of others.

Perceptive Affinity

If you wish to choose "cognition", "perception", "clarity" or something conceptually similar as a deviant affinity, you are resistant to psychic damage and use it for your *arche blast*. Furthermore, if you have this affinity, you gain proficiency in Wisdom (Perception) checks and treat lightly obscured subjects as if they weren't obscured at all, and heavily obscured subjects as if they were only lightly obscured.

Cognition Magecraft Features

Level Features

2nd Master of Occurrence

6th Blindspot

10th Light Field Manipulation

14th Greater Crest, Truesight

Master of Occurrence

2nd-level Cognition Magecraft feature

When you wish to cast a spell of the enchantment or illusion schools, you may spend one *ether point* while doing so to treat the spell as if you had cast using a spell slot two levels higher than the one you expended (maximum 9th), but only in regards to its effects that scale with slot levels. Spells like *counterspell* and *dispel magic* are still treated as being cast at the level of spell slot you spent to cast it.

Blindspot

6th-level Cognition Magecraft feature

As a bonus action on your turn, you can target one creature that can see you and attempt to affect their sense of perception. You must choose one of the options below, pay its ether point cost, then force the target to make a Wisdom saving throw against your spell save DC. On a failure, they are subjected to the effect you picked, and at the end of each of their turns, they reattempt the saving throw, ending the effect on a success.

Eye on Me (3 ether points)

The target becomes unable to see or hear any creatures that you choose within 30 feet of you or them, who are magically shrouded from them as though by the *invisibility* spell (requiring no concentration). If they have another sense that would be able to perceive them, such as tremorsense or blindsight, the creatures become invisible to those senses as well. You cannot shroud yourself using this effect.

Vanishing Point (1 ether point)

You become invisible to the target for the effect's duration, and cannot be seen or heard by them even if they have special senses that could otherwise detect you.

Greyscale (1 ether point)

If the creature has blindsight, devilsight, darkvision or truesight, they lose those special senses for 1 minute.

Light Field Manipulation

10th-level Cognition Magecraft feature

You can cast *seeming* once per long rest, requiring no spell slot or components.

Greater Crest

14th-level Cognition Magecraft feature

You possess greater magecraft than would normally be possible using regular means, learning it slowly as you master your craft. When you gain this feature you can choose one 7th-level illusion or enchantment spell from any spell list, which counts as a Magus spell for you. When you reach 15th-level as a Magus you can choose a spell of 8th-level, then when you reach 17th-level as a Magus you can choose another of 9th-level.

These spells do not count against your Magus spells known, cannot be switched out for another spell when gaining Magus levels, and cannot be transferred via *crest transfer*.

Truesight

14th-level Cognition Magecraft feature

Your perceptive abilities sharpen, granting unparalleled visual acuity. You gain truesight out to 60 feet, allowing you to see through illusions, see in magical and nonmagical darkness, see invisible creatures, and discern the true form of shapechangers you can see.

Toxicology Magecraft

Toxicology is a specialization born in studying naturally corrosive elements in nature, and replicating their effects using magecraft. Mages who study toxicology strengthen their own body against the effects of poisons and can often make their own body caustic to others.

Toxic Affinity

If you wish to select “toxic” as a deviant affinity (or something comparable), you can choose to be resistant to either poison or acid damage and use it for your *arche blast*. Furthermore, if you have this affinity and another feature would give you resistance against your chosen damage type, you become immune instead.

A Magus with this affinity has advantage on ability checks made to identify, handle and apply poisons.

Toxicology Magecraft Features

Level Features

2nd *Toxin Expert*

6th *Shroud of Microtoxins*

10th *Toxic to the Bone*

14th *Suffocating Shroud*

Toxic Efficacy

When this feature makes reference to your *toxic efficacy*, it is referring to the potency of the toxins you wield. Your toxic efficacy is poison damage equal to 1d6 multiplied by your proficiency bonus.

Toxin Expert

2nd-level Toxicology Magecraft feature

You are immune to the poisoned condition and resistant to poison damage.

Shroud of Microtoxins

6th-level Toxicology Magecraft feature

There is an ever-present invisible cloud of microscopic toxins that swarm around you in a 10-foot-radius sphere centered on you. As a bonus action on your turn, you can spend a number of ether points equal to or less than your proficiency bonus. If you do, you may target a number of creatures within your aura of a number equal to or less than twice the number of *ether points* you use. Those creatures must make a Constitution saving throw against your spell save DC. On a failed save they take the damage of your *toxic efficacy* and are poisoned until the end of your next turn.

Toxic to the Bone

10th-level Toxicology Magecraft feature

Your craft has advanced far enough that you can infuse your own body with dangerous toxins at will, protecting you from those who look to physically threaten you. As a bonus action, you can flood your body with toxins that are harmless to you but grant you the following benefits for 1 minute, or until you choose the end of effect (no action required):

- You become immune to poison damage.
- The first time on each turn when a creature hits you with a weapon attack from within 5 feet, they take the damage from your *toxic efficacy*.
- The first time on each turn you deal damage with a weapon attack or spell, you deal extra poison damage equal to your Magus level. If there are multiple possible targets, you must choose one to take the extra damage.
- If any creature would gain hit points or temporary hit points as a result of dealing damage to you (such as by the spell *vampiric touch*), they do not gain those points and, instead, take poison damage equal to half of what they would have gained (rounded down).
- You do not need to breathe.

You can use this feature once per long rest, but after using it once may use it again by expending 2 *ether points*.

Suffocating Shroud

14th-level Toxicology Magecraft feature

When a creature fails their saving throw against your *shroud of microtoxins*, you can choose to spend an extra ether point to separate a fragment of your shroud from you and have it remain on them, invisibly assailing and suffocating them. While this shroud remains on them they are poisoned, they take 2d8 poison damage at the start of each of their turns, and they are unable to breathe. The creature makes Constitution saving throw (using your spell save DC) against the shroud at the end of each of their turns, ending the effect on a success.

A creature poisoned by this effect cannot recover from it until they succeed its saving throw.



MONK

WHEN YOU TAKE YOUR THIRD LEVEL AS A MONK, YOU CAN choose one of the following Monastic Traditions, gaining its features at the levels listed.

Way of Flowing Energy

Listening to the natural energies of the universe, monks of the Way of Flowing Energy feel the current of the world moving through them and through everything around them. To them, there is life in everything from the most ancient dragon to the smallest sliver of stone. They learn to channel the flow of energy in the world around them, rerouting it and bending it to their will. Their understanding is to the contrary, however: their practice may redirect energy, but it is their philosophy that they are merely an instrument moving that flow where it wishes to go.

Way of Flowing Energy Features

Level Features

3rd *Hand of Shared Agony*

6th *Resistant Body*

11th *Hand of Unified Mending*

17th *Avoidance*

Hand of Shared Agony

3rd-level Way of Flowing Energy feature

By mastering the flow of energy affected when a creature is injured, you can cause another creature to be sympathetic to their agony. When a creature within 30 feet of you takes damage, you can spend 1 *ki point* as a reaction and target one other creature within the same range who was not subjected to the same damaging attack or effect. The second creature must make a Constitution saving throw against your *ki save DC*. On a failed save, they take half as much damage as the primary target (rounded down), but as force damage instead.

Resistant Body

6th-level Way of Flowing Energy feature

You can attune yourself to the world around you, giving you a miraculous aversion to harm from it. Choose three damage types (except piercing, slashing, bludgeoning, force or poison). You gain resistance to those damage types. You can choose additional resistances this way when you gain levels as a Monk. You can choose one more each at 9th, 13th and 17th-level.

Hand of Unified Mending

11th-level Way of Flowing Energy feature

When a creature you can see within 30 feet regains hit points, you can expend 2 or more *ki points* as a reaction, and choose half that many willing creatures (rounded down) within the same range who were not subjected to the same healing effect. Those creatures regain a number of hit points equal to half of what the primary target received (rounded down).

If the primary target is unwilling, they may make a Charisma saving throw against your *ki save DC*. On a success, this effect fails.

Avoidance

17th-level Way of Flowing Energy feature

Your ability to shake off and redirect energy grants you near invulnerability if a path to safety exists. When you are subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed, and only half if you fail.

Way of the Slicing Nail

Monks of the Way of the Slicing Nail hail from monasteries out in the wilds of Cu Chullis, originating from an immortal Kits'adrian teacher who resides deep in a nameless forest. They sharpen their reflexes and actions to be able to commune with nature and draw out its latent power while striking with such precision that even an open palm could slice like a blade. The practice has expanded beyond Cu Chullis, but their monasteries rarely have physical buildings, and more often very small communities of nature-faring monks live and train among others who live a more druidic way of life.

Foxnail Technique

3rd-level Way of the Slicing Nail feature

You can strike so precisely with weapons that even a blunt instrument can cut like a blade. When your unarmed strikes or monk weapons would deal piercing or bludgeoning damage, you can choose to have them deal slashing damage instead.

Improved Martial Critical

3rd-level Way of the Slicing Nail feature

Your weapon attacks score a critical hit on a d20 result of 19 or 20. If this hit was with an unarmed strike or monk weapon, your critical hit deals extra damage equal to two of your martial arts dice.

Spirit of Roots

6th-level Way of the Slicing Nail feature

Choose one first-level and one second-level spell from the Druid spell list. You can cast these spells at base level by spending a number of ki points equal to their spell-level, using your Ki save DC for them, and Wisdom as your spellcasting ability. When you reach 8th-level you may choose a third-level spell from the Druid spell list this way, a fourth-level spell at 11th-level, and finally a fifth-level spell at 14th-level.

Each time you gain a Monk level you can switch out one of these spells for another Druid spell of the same level.

Foxpaw Strike

11th-level Way of the Slicing Nail feature

When you strike a creature with an attack that deals slashing damage, you can employ a series of quick strikes to attempt to deal further damage by spending 2 ki points, and forcing the target to make a Dexterity saving throw against your Ki save DC. On a failure, they are dealt slashing damage equal to one of your martial arts dice multiplied by your proficiency bonus.

You cannot use this feature the same turn you attempt your *stunning strike*. If you use one of these features, you cannot use the other on that turn.

When you reach 17th-level as a Monk, each time you attempt a foxpaw strike against a creature who has not taken damage from it that turn, you do not have to spend ki points.

Superior Martial Critical

17th-level Way of the Slicing Nail feature

Your weapon attacks score a critical hit on a d20 result of 18, 19 or 20. If this hit was with an unarmed strike or monk weapon, your critical hit deals extra damage equal to three of your martial arts dice.

Way of the Slicing Nail Features

Level Features

3rd *Foxnail Technique, Improved Martial Critical*

6th *Spirit of Roots*

11th *Foxpaw Strike*

17th *Superior Martial Critical*



PALADIN



WHEN YOU TAKE YOUR THIRD LEVEL AS A PALADIN, YOU CAN choose one of the following Sacred Oaths, gaining its features at the levels listed.

Oath of Passage

Traveling in search of new wonders, and seeing the world as a domain in need of patrol and protection, Paladins of the Oath of Passage are always on the move, seeking the next adventure or purpose they can find. Their passive vow is to follow the roads of civilization and clear the way for those with less power than themselves, doing what they can to ensure the paths that connect the world are clean and safe. Those who follow the oath might do so because they find it hard to settle, and wish to perform their duty on the road. They are wanderers by trade and often are called upon by their churches and deities to address services required beyond the lands a Paladin might usually be asked to explore.

Oath of Passage Features

Level Features

3rd *Channel Divinity, Cunning Action*

7th *Aura of Junction*

15th *Sacred Haste*

20th *Light of Pure Passage*

Oath Spells

Level Oath Spell

3rd *Feather Fall, Miraculous Evasion*

5th *Misty Step, Spider Climb*

9th *Haste, Power Word Repel **

13th *Dimension Door, Find Greater Steed*

17th *Passwall, Tree Stride*

Spells marked with * are from *The Inscriptor*.

Tenets of Passage

The tenets taken as part of the Oath of Passage regard safe travel and interacting with the world at large.

Free Egress. When danger rises, always protect those attempting to escape or find safety.

Reject Imprisonment. A life bound behind bars is wasted. Only take prisoners or lock down others when absolutely necessary.

Protect the Free. If free passage is unfairly restricted, make your voice heard. Protect the right of others to dictate their own fate.

Experience the World. There is more in the world than a hundred lifetimes could ever experience. Wander, explore, and take in everything you can. Encourage others to do the same.

Channel Divinity

3rd-level Oath of Passage feature

You gain the following Channel Divinity options.

Sly Passage

You can use your Channel Divinity as bonus action to find a path that gives you no resistance as an action. For 1 minute, when you take movement and move through the space of a non-hostile creature, it consumes no extra movement speed. You may also move through the space of hostile creatures (unless they are a solid mass such as a gelatinous cube, living wall, or other such creature) as you would normally move through a non-hostile creature's space, provided there is an unoccupied space within range for you to stop in.

Divine Haste

As a bonus action, you can use your Channel Divinity to invoke an accelerated state of movement. For 1 minute your base movement speed is increased by 10 feet multiplied by your proficiency bonus.

Alternatively, when you reach 7th-level and you choose to use this action, you can split this extra movement speed among creatures within your Aura of Junction. You can give other creatures a speed bonus that is a multiple of 5 feet, subtracting that amount from your own bonus. No other creature can receive a greater bonus to their speed from this effect than you.

Cunning Action

3rd-level Oath of Passage feature

You are used to quickly gaining ground. You can use your bonus action to take the Dash or Disengage actions.

Aura of Junction

7th-level Oath of Passage feature

You project an aura of acceleration that affects all friendly creatures within 10 feet of you. Any affected creature starting its turn within this aura can use their bonus action to Dash. You can also use your bonus action to swap places with a willing creature within your aura as long as they are the same size as you. If your target is restrained or grappled by a creature or effect, that effect switches to you.

At 18th-level, the range of this aura increases to 30 feet.

Sacred Haste

15th-level Oath of Passage feature

Once per long rest, you can cast the *haste* spell, targeting yourself and requiring no spell slot or materials. When you cast it this way you can concentrate on it at the same time as up to one other spell, but make concentration checks for both as if they were one spell, failing or succeeding together.

When you lose concentration on *haste* you do not suffer from the round of exhaustion the spell would normally inflict.

Light of Pure Passage

20th-level Oath of Passage feature

You can grant all those around you a blessing that accelerates and empowers their movement. As an action you present your holy symbol, then may choose up to six creatures within 30 feet of you to gain this benefit. All targets (and you) are blessed for 1 minute, granting you the effects of the *freedom of movement* and *expeditious retreat* spells. While under this effect, their movement is punctuated by a light divine aura shrouding their body and ethereal feathers being left in their wake.

You can use this feature once per long rest but may use it additional times by spending a use of your Channel Divinity when you do so.

Oath of Silence

Paladins of the Oath of Silence requires a paladin to take on an often underappreciated vow: to act rather than speak, to inspire rather than threaten, and to waste no energy on boasts. They are held to the standard that promises and vows carry no weight in the moment. When deeds are done, the settling silence that follows will hold the truth of the matter: justice was dealt, or it failed. Paladins of this oath will take action without assurances and allow the results to speak for themselves.

Oath of Silence Features

Level Features

3rd *Aural Blindsight, Channel Divinity*

7th *Aura of Hush*

15th *Free Movement*

20th *Aspect of Silence*

Oath Spells

Level Oath Spell

3rd *Alarm, Sleep*

5th *Blur, Pass Without Trace*

9th *Magnesia's Smothering Voice, Slow*

13th *Greater Invisibility, Nondetection*

17th *Everest's Isolated Undoing, Power Word Forget**

Spells marked with * are from *The Inscriptor*

Tenets of Silence

The tenets taken as part of the Oath of Silence are brief and to the point, wasting no breath unnecessarily.

Hold your Tongue. Do not give in to your rage or speak out of turn.

Act Before you Speak. Be seen before you are heard. Your actions are louder than your voice.

Do not be Boastful. Do not speak with exaggerated intent or untruthfully.

Aural Blindsight

3rd-level Oath of Passage feature

Your ability to trust in subtle audio cues allows you to sense the location of those around you. You have blindsight out to 30 feet, allowing you to see creatures that are invisible or behind other objects. This blindsight does not apply to creatures who produce no noise.

Channel Divinity

3rd-level Oath of Passage feature

You gain the following two Channel Divinity options.

Lost Voice

You can use your Channel Divinity as an action to steal the voices of your foes. All creatures you choose within 30 feet of you must make a Charisma saving throw. On a failed save, they lose the ability to vocalize entirely for 1 minute, during which time they cannot produce any words, speak command words for items, or perform verbal components. They must repeat the saving throw at the end of each of their turns, ending the effect on a success.

Pass Unseen

You can use your Channel Divinity to move from one place to another quickly. As a bonus action, you present your holy symbol and vanish in a silent wave of influence that teleports you to an unoccupied space you can see within range. The range you can teleport is equal to 20 feet multiplied by your proficiency bonus. Upon landing at your destination, if you are obscured you may take the Hide action as part of the same bonus action.

Aura of Hush

7th-level Oath of Passage feature

You generate a passive aura that helps you and allies within 10 feet of you remain hidden and unseen. Creatures within this aura (including you) have advantage on Dexterity (Stealth) checks. Furthermore, you and your allies do not provoke opportunity attacks from hostile creatures within it.

At 18th-level, the range of this aura increases to 30 feet.

Free Movement

15th-level Oath of Passage feature

If you are grappled or restrained, you can escape from your bindings by spending 5 feet of your movement. Standing from being prone only takes 5 feet of your movement speed. When you draw or stow a weapon as an interaction, you can freely draw or stow another as part of the same interaction.

Aspect of the Unseen

20th-level Oath of Passage feature

Once per long rest, you can take on a form of divine protection that erases any trace of your existence as an action. For 1 minute, you gain the following benefits:

- Other creatures cannot see or hear you using their senses, even hiding from creatures with truesight, blindsight or tremorsense.
- You are considered invisible to all creatures, and no effects can allow creatures to see you for the duration.
- The first attack you hit with on each turn deals an extra 2d10 psychic damage.
- You have advantage on all Dexterity saving throws, even if disadvantage would cancel it out.

PETAL KNIGHT

WHEN YOU TAKE YOUR SECOND LEVEL AS A PETAL KNIGHT, you can choose one of the following Epithets, gaining its features at the levels listed.

The Petal Knight

This subclass is meant for the Petal Knight, available at <https://tinyurl.com/Nat19PetalKnight>

Foxglove

The Foxglove epithet manifests for natural wanderers and those who feel most at home in the depths of exotic territory. Naturally attuned to poisons and toxins, this epithet reveals a solitary, distant nature best suited to exploring the world outside the reaches of civilization.

Those who manifest this epithet only have their bold desire to explore the wild amplified, as it grants them understanding and immunity to poisons and toxic elements they might stumble across.

Foxglove Features

Level Features

2nd *Bonus Proficiencies, Toxic Smite*

6th *Toxicological Miracle*

11th *Venom Epithet*

15th *Creeping Death*

Bonus Proficiencies

2nd-level Foxglove feature

You gain proficiency in Wisdom (Survival) checks and poisoner's kits.

Toxic Smite

2nd-level Foxglove feature

You cannot use this feature on the same attack that benefits from any other class feature with smite in its name. When you hit a creature with a one-handed melee weapon attack you can expend a pact spell slot to create a glowing purple miasma that follows your strike, causing that attack to deal extra poison damage equal to 1d8 per slot level of the expended spell slot.

A target hit with this attack makes a Constitution saving throw. On a failed save, they are poisoned for 1 minute and repeat the saving throw at the end of each of their turns. On a success the effect ends. On any further failures while under the effect, the creature takes 1d8 poison damage.

Toxicological Miracle

6th-level Foxglove feature

When you or a creature within 30 feet of you would take poison damage, you can use your reaction to alter the composition of the effect to be beneficial. The creature does not take poison damage and instead regains hit points equal to the poison damage they would have taken. If they took the damage from an ongoing effect with a duration of less than 1 hour, that effect ends immediately. If the effect's duration lasts longer than an hour it is suppressed for 1 hour instead. You can use this feature a number of times equal to half your proficiency bonus (rounded down), regaining expended uses when you complete a long rest.

Venom Epithet

11th-level Foxglove feature

You channel the power of poisons in each action you take. You gain the following benefits:

- Your weapon attacks deal an additional 1d8 poison damage.
- You are resistant to poison damage.
- You are immune to being poisoned.
- You are immune to the effects of anything you breathe in.

Creeping Death

15th-level Foxglove feature

If you hit a creature that is poisoned with a melee attack using a one-handed weapon, you can choose to spend a use of your *virtuous flora* to force them to make a Constitution saving throw. On a failure, your poison spreads instantly throughout their body and reduces them to 0 hit points. On a success, they take 6d10 poison damage instead.

Fox and Cub

Blessed to wear the Fox and Cub epithet, these Petal Knights take on a radiant and nurturing role. They form a connection with the sun, and like it they focus on powers that grant light, warmth, and nourishment to everything around them. Nature responds in kind, granting them powerful spells rooted in the earth they walk on.

The mind of this Petal Knight is likely to be as glamorous and radiant as their epithet implies. They are giving, unafraid to let their personality shine, and have a deep compassion for others. They understand that there is a balance to all things and know not to give too much of themselves, but all the same, are willing to give warmth and support to everything within their reach.



Fox and Cub Features

Level Features

2nd *Golden Sun, Harmonious Oath*

6th *Cubfire Light*

11th *Gift of the Sun*

15th *Regenerative Glow*

Golden Sun

2nd-level Fox and Cub feature

When you are inside any source of magical darkness, a fox and cub flower made of glowing orange light blooms on your collar (unless you consciously suppress it), which gives off light as though by the *light* spell, but can penetrate any magical darkness overlapping with the range of its bright light.

Furthermore, you learn the *light* cantrip and can cast it as a bonus action or reaction to being in darkness or dim light, creating a flower as described above.

Harmonious Oath

2nd-level Fox and Cub feature

Upon manifesting this epithet, you find yourself connected to nature and are able to draw out earthly magics. Whenever you would learn a new Petal Knight spell you can choose to take a spell from the Druid spell list instead, which counts as a Petal Knight spell for you.

When you gain this feature, you can switch the spell you would normally gain at this level, as well as one of your other known Petal Knight spells, to a Druid spell if you wish to.

Druid spells learned this way must be of a level you have pact spell slots for.

Cubfire Light

6th-level Fox and Cub feature

As an action, you can envelop yourself in a warm radiant light for 1 minute, during which time golden spectral foxes prance and move around you. During this time you gain the following benefits, all of which end when the effect ends:

- You can see invisible creatures within 30 feet of you as if they were plainly visible.
- Each time you deal damage to a creature they must make a Dexterity saving throw. On a failed save, spectral foxes follow and hinder them, reducing their movement speed by 10 feet, revealing their location if they were invisible, and granting all attackers advantage on attacks made against them.

Once you use this feature you cannot do so again until you finish a long rest, unless you spend a pact spell slot to do so.

Gift of the Sun

11th-level Fox and Cub feature

You gain the following virtuous flora options.

Golden Smite

This feature replaces your smite option, using the same effect but causing your attack to deal radiant damage. If the attack is made against a creature you cannot see due to invisibility, cover, or darkness, you do not have disadvantage, and have advantage on that attack instead.

Radiant Enhancement

Choose one effect or source of light within 60 feet that is giving off both bright and dim light. The dim light given off by the effect is amplified and becomes bright light with the same properties as the source's bright light, until whichever occurs first from the following: the light goes out, 8 hours pass, or you will it to stop (no action required).

Solar Burst

All creatures within 20 feet of you are subject to a burst of golden light. They must choose whether to avert their gaze from it or not. If they do, they are treated as blinded toward you until the start of their next turn. If they don't, they must make a Constitution saving throw. On a failure, they are blinded for 1 minute and repeat the save at the end of each of their turns. On a success the effect ends.

Regenerative Glow

15th-level Fox and Cub feature

At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left, as your wounds knit themselves closed with small golden threads of light. If you are exposed directly to sunlight you gain this benefit regardless of how many hit points you have. You don't gain this benefit if you have 0 hit points or are poisoned.

RANGER

WHEN YOU TAKE YOUR THIRD LEVEL AS A RANGER, YOU MAY choose to take either of the following Ranger Archetypes, gaining its features at the levels listed.



Gun-Dweller

Adept in using firearms, these rangers focus on quick and efficient use of these weapons for various purposes. Their skill with these weapons excels beyond ordinary proficiency, allowing them to perform stunt shots, reload with a dynamic flourish, and channel their primal magic into arcane bullets.

Gun-Dweller Features

Level Features

3rd *Firearm Proficiency, Improved Critical (Ranged)*

7th *Arcane Munitions*

11th *Reload Flourish, Stunt Shot*

15th *Extra Attack Improvement (Firearms)*

Firearm Proficiency

3rd-level Gun Dweller feature

You gain proficiency with simple and martial firearms.

Improved Critical (Ranged)

3rd-level Gun Dweller feature

As you are proficient with ranged strikes, you can land devastating blows from afar. When you make an attack with a ranged weapon, you score a critical hit on a d20 result of 19 or 20.

Arcane Munitions

7th-level Gun Dweller feature

You can expend a spell slot as a bonus action to reload a firearm, creating several bullets for it equal to its reload property. These bullets gain a bonus to attack and damage rolls equal to half the spell slot's level (rounded down). These bullets disappear the next time you complete a short or long rest or you reload the firearm.

Reload Flourish

11th-level Gun Dweller feature

When you are wielding two firearms at once, one in each hand, you can reload them both using the same bonus action.

Stunt Shot

11th-level Gun Dweller feature

You can ricochet your firearm attacks off of scenery around you or strike at unlikely angles. When you shoot your firearm at a creature that is hiding behind half or two-thirds cover, you can ignore that cover by shooting around it.

Furthermore, you can call a stunt shot when you make an attack with a firearm to give yourself advantage on it. You can do so only once per turn, and only a number of times per long rest equal to your proficiency bonus.

Extra Attack Improvement (Firearms)

15th-level Gun Dweller feature

When you take the Attack action, you can make three attacks instead of one, as long as one of those attacks is made using a firearm.

Pause Stalker

Trained in the means of combat and magic of the Kits'adria who guard the sacred temples of their faith, you can manifest the magic their culture holds as a secret. This combat style lends itself to easily navigating forests, and other locations Kits'adrian kind would have reason to protect.

Pause Stalker Features

Level Features

3rd *Prowler, Traditional Magic*

7th *Cunning Spell*

11th *Blessing of the Fox, Stepping Stone*

15th *Eye for Patterns*

Prowler

3rd-level Pause Stalker feature

When you are in a forest, field or jungle environment, you gain several benefits:

- You can take the Hide action as a bonus action, as long as you have at least half cover.
- You gain a bonus to your passive Perception score equal to your proficiency bonus.
- You do not suffer any penalties from nonmagical difficult terrain.

Traditional Magic

3rd-level Pause Stalker feature

When you gain or could replace any of your Ranger spells, you can choose spells from the Skulker's Grimoire and Nine Branch Arts spell groups as if they were on the Ranger spell list.

Cunning Spell

7th-level Pause Stalker feature

Once per turn, after you hit a creature with a weapon attack, you can cast a spell with a casting time of 1 action in place of another weapon attack, but if you do, the spell's target must either be you or the creature you hit. If the spell requires a melee spell attack but you hit with a ranged attack, you may still target them, treating the attack that hit them as the spell's delivery method.

Blessing of the Fox

11th-level Pause Stalker feature

Choose two spells from the *Skulker's Grimoire* and/or the *Nine Branch Arts* spell groups, which each must have a level equal to half your Ranger level (rounded down) or lower. You can cast each of these spells once per long rest as if they were Ranger spells, requiring no spell slots. Each time you gain a level, you can replace one of these spells with another that meets this criteria.

A WOLF HANYOU RANGER
CASTING VORPAL FLAMES

Stepping Stone

11th-level Pause Stalker feature

When you gain this feature, you can choose one of the following options and benefit from its effects immediately:

Natural Athlete

You gain a climb and swim speed equal to your base movement speed.

Night Vision

You gain darkvision out to 60 feet. If you already have darkvision, its range increases by 60 feet instead.

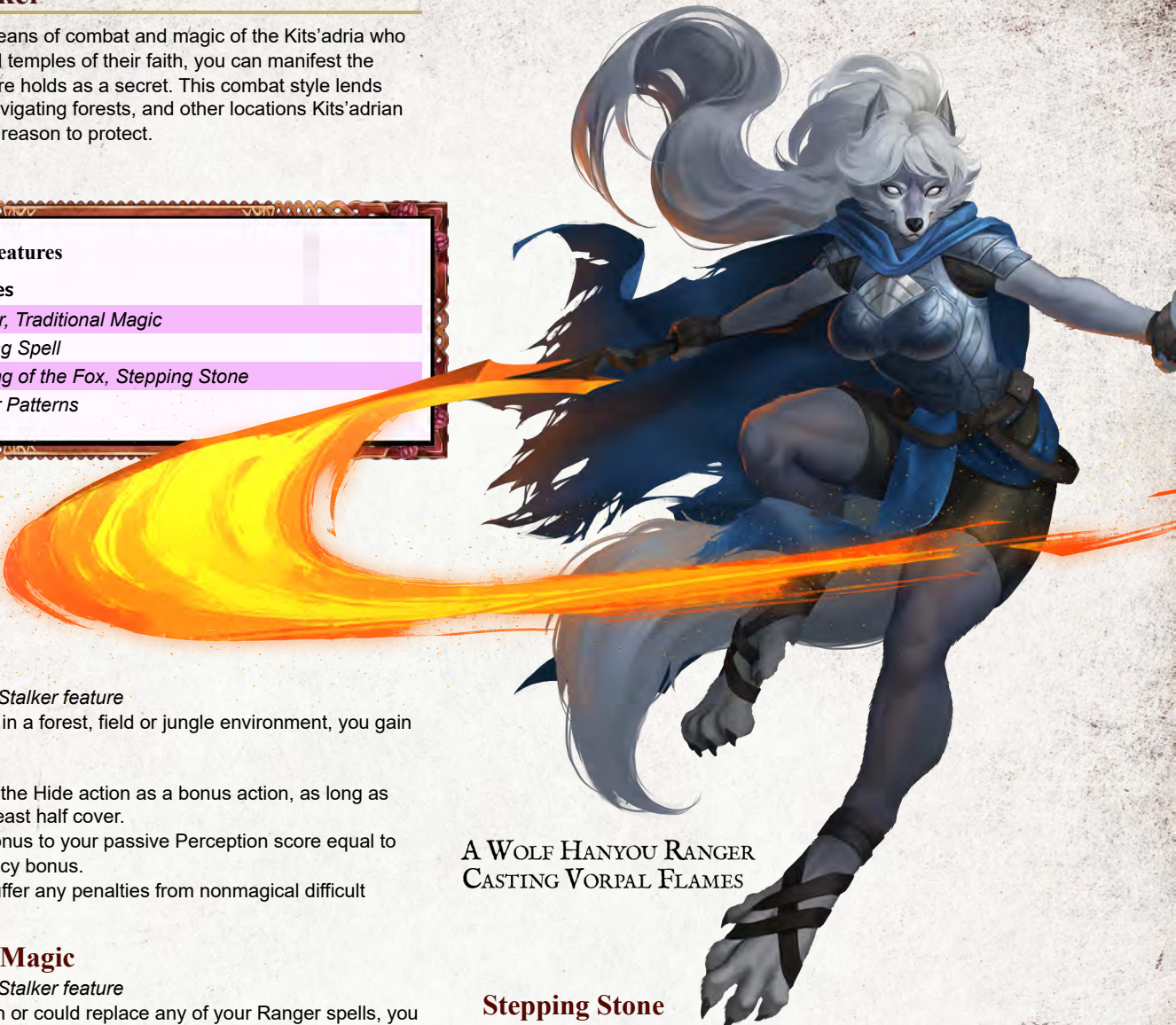
Rapid Pace

Your base movement speed increases by 10 feet.

Eye for Patterns

15th-level Pause Stalker feature

You are an expert at exploiting short-term movement patterns in your enemies. If a creature makes an attack targeting you, they have disadvantage on all subsequent attacks they make against you until the start of their next turn.



ROGUE



WHEN YOU TAKE YOUR THIRD LEVEL AS A ROGUE, YOU CAN choose the following Roguish Archetypes, gaining its features at the levels listed.

Foxfire Pack

Harnessing latent sorcery, you form a connection with elemental spirits of flame that take the shape of foxes you can conjure at will. This pack is an extension of your will, and as long as they are within your sight, you can use them to quickly move about and harness the flames that constitute their bodies for your own purposes. Once your bond with them grows strong enough, they will protect you and restore your strength whenever you come close to death.

Foxfire Features

Level Features

3rd *Pack of Tailed Tricksters*

9th *Red Steel Strike*

13th *Endless Pack*

17th *Nine Lives*

Pack of Tailed Tricksters

3rd-level Foxfire feature

Once per short or long rest, you can invoke a curious supernatural power as a bonus action: you create a number of small fiery fox spirits that each appear in a different space within 60 feet of you. These foxes remain in the world for 1 minute, or until you end the effect (no action required).

As an action you can command a fox to move up to 15 feet to an unoccupied space you can see, then you teleport into that fox's space (destroying the fox in the process). When you do, you can make one weapon attack against a creature within range as part of the same action.

As a bonus action on your turn you can command two foxes to move up to 15 feet each to an unoccupied space you can see.

If you end your turn with any of your foxes in a space more than 60 feet away from you where you cannot see them, that fox disappears and reappears in a space within 30 feet of you.

When you use this feature, you summon a number of foxes equal to your proficiency bonus plus three, and for each fox actively conjured a bluish silver ring that appears around one of your arms.

Other creatures can target your foxes with weapon and spell attacks. They have the same AC and saving throws that you have, are immune to all conditions, and do not suffer the effects or damage of difficult or dangerous terrains (such as lava). These foxes do not have hit points, but if they do damage equal to or exceeding your Rogue level in a single turn, that fox is destroyed.

Red Steel Strike

9th-level Foxfire feature

When you use your pack of tailed tricksters to teleport and attack a creature, that weapon is wreathed in fiery energy that grants one of the following effects, which you choose when making that attack:

- If it hits, your attack deals extra fire damage equal to half of your sneak attack dice (rounded down).
- You have advantage on that weapon attack, and all weapon damage (and sneak attack damage) from that attack becomes fire damage.

Endless Pack

13th-level Foxfire feature

If you roll initiative and have already used your pack of tailed tricksters, you regain your use of it. However, if you use it this way before completing a long rest, you only summon three foxes instead of your usual amount.

Nine Lives

17th-level Foxfire feature

If you are reduced to 0 hit points by damage while you have foxes from your pack of tailed tricksters remaining, one fox is destroyed instead, enabling you to roll 1d10 + your proficiency bonus to reduce the damage from the attack or effect by that amount. If this reduction does not result in your having more than 1 hit point, continue sacrificing foxes this way one by one until you do.



SORCERER



WHEN YOU TAKE YOUR FIRST LEVEL AS A SORCERER, YOU can choose the following Sorcerous Origins, gaining its features at the levels listed.

Foxblood

A spark of magic within a Sorcerer may come as a result of an old blessing or deal with Luxus, Kitsune, or one of the First to Skulk. Those who are descended from them or fell into their favor may have developed some degree of arcane influence as a result, and for sorcerers, they may find this power emerging as a whimsical, somewhat chaotic compulsion when performing their arcane arts. While not dissimilar to wild magic, their power can be amplified by giving in to their instincts and allowing magic to flow naturally through them without trying to impose order upon it.

Foxblood Features

Level Features

1st *Skulking Arcanum, Shifting Face*

6th *Luxian Metamagic*

14th *Quickstep*

18th *Trick Spell*

Shifting Face

1st-level Foxblood feature

Having inherited the Kits'adrian ability to change your form, you can cast *disguise self* at will. When you do, you can also change the sound of your voice to match whatever you are attempting to disguise yourself as, giving you advantage on Charisma (Deception) checks made while disguised.

Skulking Arcanum

1st-level Foxblood feature

When you learn a Sorcerer spell, you can choose any spell included in the *Skulker's Grimoire* spell group, which counts as Sorcerer spells for you.

Luxian Metamagic

6th-level Foxblood feature

You learn the following three metamagic options, which do not count against the number of metamagic features you can normally learn.

Fox Eye

On your turn, as long as you are not incapacitated, you can spend 1 sorcery point to gain truesight until the end of your turn. This allows you to see in nonmagical and magical darkness, see invisible creatures and creatures in the ethereal plane as if they were plainly visible, see through illusions automatically, and know the true form of any shapechangers or creature transformed by magic that you can see. The radius of your truesight is equal to 5 feet x your proficiency bonus.

Quick Charge

When you cast a spell, you can spend a number of sorcery points equal to half the spell's level (rounded down, minimum 1). If you do, you can immediately cast another Sorcerer spell as a bonus action as long as that spell has a casting time of 1 action or 1 bonus action. The second spell cast this way can be of any level, regardless of what rules regarding how many spells you can cast per turn dictate.

Wild Spell

When you target a creature with a spell and either miss an attack roll or they succeed their saving throw against it, you can spend 1 sorcery point to cause the spell to wildly twist back at a nearby target. Roll 1d100 for each creature within 20 feet of the initial target. Whichever creature rolls the lowest becomes the target of that same effect (and the original creature is excluded entirely from all related effects of that spell or its features), and the attack roll/saving throw against is re-attempted with them as its new target.

Quickstep

14th-level Foxblood feature

As long as you are not wearing medium or heavy armor, you can take the Dash action as a bonus action on your turn. When you do, the extra movement you gain through your Dash action is doubled.

Trick Spell

18th-level Foxblood feature

By allowing your magic to run wild, you gain the ability to channel power beyond what you're normally capable of. As a bonus action, you may spend 3 sorcery points and roll 1d10. You create a spell slot of the number you roll (except 10) which you must use to cast a Sorcerer spell as part of the same bonus action. The spell you cast must have a casting time of 1 action or 1 bonus action and ignores rules regarding how many spells you can cast in a single turn.

If you roll a 10 on the d10, you regain 1 spent sorcery point, then roll the d10 again to determine the spell slot. You can only regain up to 3 sorcery points by rolling consecutive results of 10 this way.



SWORD SAINT

WHEN YOU TAKE YOUR THIRD LEVEL AS A SWORD SAINT, you can choose one of the following Paths of Devotion, gaining its features at the levels listed.

The Sword Saint

This subclass is meant for the Sword Saint, available at <https://tinyurl.com/Nat19SwordSaint>

Way of Kyuubi

Kyuubi, first of the Sword Saints, student of Luxus, and member of the First to Skulk, was the progenitor of most practices commonly carried out by others who would go on to refine their skills. She was highly adept at picking up on the techniques of others and adapting them to her own style, leading her core teachings to become the fundamentals for those who wanted to study the ways of other famous warriors. In following her teachings one refines the talents of a Sword Saint to their peak.

Kyuubi's path was one that valued mindfulness and moderation. She passed on her ways to many warriors, leading to it being spread as widely as it has been. She was proficient in most tasks and could pick up skills easily. Legends state that all she needed was to see a master perform a skill for her to match their mastery completely, and that her disposition was as still and composed as the surface of a lake.

Way of Kyuubi Features

Level Features

3rd Jack of all Trades, Refined Focus Techniques

6th Skillsteal

11th Student of Luxus

14th Blade of the Splitting Path

17th Ars Magnus

Jack of all Trades

3rd-level Way of Kyuubi feature

By following the teachings of a balanced lifestyle, you gain moderate proficiency in all actions. When you make any ability check that you are not already adding your proficiency bonus to, you may add half your proficiency bonus to it (rounded down).

Refined Focus Techniques

3rd-level Way of Kyuubi feature

Rather than gain new focus techniques, your base Sword Saint techniques are refined in the following ways:

Adept Moment

You may use this feature to add a bonus to any ability check you make regardless of proficiency.

Cunning Vertical

This focus technique no longer costs focus points and can be freely taken as a bonus action.

Falcon Wing Deflection

This focus technique now only costs 1 focus point.

Falter Fleeting

The additional movement you gain is doubled.

Overwhelming Advance

If you roll less than a 10 on the new d20, you can treat the result as a 10 instead.

Skillsteal

6th-level Way of Kyuubi feature

Choose a number of focus techniques equal to your proficiency bonus from any other Sword Saint Paths of Devotion (except those that involve casting spells). You learn those techniques and can use them freely. Each time you gain a level as a Sword Saint where your proficiency bonus would be higher than the number of techniques you've learned this way, you may learn more until you have the appropriate amount.

Student of Luxus

11th-level Way of Kyuubi feature

When you roll initiative, if you have fewer than 3 focus points remaining you regain 3 immediately.

Blade of the Splitting Path

14th-level Way of Kyuubi feature

As long as you are wielding your attuned *saint weapon*, you have advantage on all saving throws you make.

Ars Magnus

17th-level Way of Kyuubi feature

Each time you rest you may choose one of your focus techniques to meditate on and mentally train yourself in its use. This focus technique no longer requires you to spend focus points when you use it, until you choose to meditate on a different technique.



Way of the Tamamo no Mae

A talented spellcaster and swordswoman, Tamamo no Mae was a controversial figure who disguised herself as a noblewoman to infiltrate various noble houses. There she enjoyed their wealth, seduced their family heads, and would eventually take the lives of entire dynasties once she became tired of them. Her true form was a sukoshin daiyokai, a yokai lord of foxes who evaded capture for hundreds of years. Legends state that she was eventually sealed within a stone blessed by a deity of Cu Chullis, but there is no evidence of divine or fiendish power within the supposed sealing stone.

Sword Saints have been known to follow her teachings and attempt to learn magic as she had. Some believe that she was once one of the Kits'adrian First to Skulk, who had fallen from the path of divinity and became a yokai lord out of selfishness.

Spellcasting

3rd-level Way of Tamamo no Mae feature

You can harness your focus to channel magical abilities, amplifying your martial techniques with spellcasting.

Spell Slots

The Way of Tamamo table shows how many spell slots you have to cast your Wizard spells of 1st-level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you may cast *charm person* using either slot.

Spells Known of 1st-Level and Higher

At 3rd-level you know three 1st-level Wizard spells of your choice. The **Spells Known** column of the Way of Tamamo table shows when you learn more Wizard spells of 1st-level or higher. Each of these spells must be of a level you have spell slots for. The Wizard spells chosen must be of the abjuration, enchantment, or illusion schools of magic, or parts of the Skulker's Grimoire spell group (which count as Wizard spells for you).

When you gain a level in this class, you can replace one of the Wizard spells you know with another spell of your choice from the Wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Wizard spells, since you learn them by heeding the natural world. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom when setting the saving throw DC for a Wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Any item or effect that would increase your focus technique DC also increases your Way of Tamamo spell save DC.

Spellcasting Focus

You do not require a spellcasting focus as long as you are wielding a weapon you are proficient with, which acts as your focus instead.



Way of Tamamo no Mae Features

Level Features

3rd *Spellcasting, Focus Techniques*

6th *Rejunctive Surge*

11th *Fox Fiend Speed*

14th *Twisted Arcane Blade*

17th *Kayo's Neck*

Way of Tamamo no Mae Spellcasting

Level	— Known —		— Spell Slots per Spell Level —			
	Cantrips	Spells	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	5	4	2	-	-
9th	2	5	4	2	-	-
10th	3	6	4	3	-	-
11th	3	6	4	3	-	-
12th	3	6	4	3	-	-
13th	3	7	4	3	2	-
14th	3	7	4	3	2	-
15th	3	7	4	3	2	-
16th	3	8	4	3	3	-
17th	3	8	4	3	3	-
18th	3	8	4	3	3	-
19th	3	9	4	3	3	1
20th	3	9	4	3	3	1



Focus Techniques

3rd-level Way of Tamamo no Mae feature
You learn the following focus techniques:

Arcane Split

When you cast a Wizard spell using a spell slot, as long as that spell targets only one creature and doesn't have a range of self, you can spend a number of focus points equal to the level of the spell slot expended to target a second creature with the same spell (a cantrip requires 1 focus point). To be eligible for arcane split, the spell and the spell's effects must be incapable of targeting more than one creature at the spell's cast level.

Splitting Stone Art

When you are grappled or restrained on your turn, you can spend 1 focus point to escape those effects immediately, entering the nearest unoccupied space (if you were sharing a space with another creature), then take the Disengage action (no action required).

Magic Mirror Stance

On your turn, you may spend 1 focus point to enter into a stance that allows you to resist magical effects, in which you remain until the start of your next turn. While in this stance you have advantage on saving throws against spells and magical effects, and can also use your reaction to cast *counterspell* using a spell slot of an appropriate level, even if you do not know that spell.

Rejunctive Surge

6th-level Way of Tamamo no Mae feature
When you use your *dragon surge* feature you regain a spell slot of a level equal to half your proficiency bonus (rounded down).

Fox Fiend Speed

11th-level Way of Tamamo no Mae feature
Your base movement speed increases by a number equal to your proficiency bonus multiplied by 5.

Twisted Arcane Blade

14th-level Way of Tamamo no Mae feature
If you hit a creature with two or more weapon attacks in the same turn using your attuned *saint weapon*, you can immediately cast a Wizard spell with a casting time of 1 action or 1 bonus action as part of the same Attack action, choosing either the creature you hit or yourself as the spell's target. You can only cast a spell this way once per turn.

Kayo's Neck

17th-level Way of Tamamo no Mae feature
You can inflict a serious injury upon those around you as an action, spending 3 focus points and aiming to decapitate all creatures you choose within 10 feet of you with a nefarious sweep of your weapon. All targets must make a Constitution saving throw against your focus technique DC. On a failure, they take 8d10 slashing damage, or half as much on a successful one. Any creature that rolls a natural 1 and fails on their saving throw is reduced to 0 hit points instead, unless they are resistant or immune to slashing damage.

WARLOCK



WHEN YOU TAKE YOUR FIRST LEVEL AS A WARLOCK, YOU can choose one of the following Otherworldly Patrons, gaining its features at the levels listed.

KYUUBI, THE MOST PROLIFIC STUDENT OF KITSUNE



The First Fox Features

Level Features

1st *Companion Fox*

6th *Companion Advancement*

10th *Companion Transformation*

14th *Greater Companion Advancement*

Expanded Spell List

When you learn a new Warlock spell, you may treat the following spells as being on the Warlock spell list for you.

Level Spell

1st *Command, Longstrider*

2nd *Boomerang Weapon, Nathair's Mischief*

3rd *Haste, Path to Victory*

4th *Dominate Beast, Guardian of Nature*

5th *Commune with Nature, Wrath of Nature*

The First Fox

Forming a pact with Kitsune, a warlock devotes themselves to the eidolos' as a watcher of the world. Kitsune forms contracts with those who seek out protection from the oppressive, and cares greatly for those who are not free to express themselves fully. Their pact manifests in the appearance of a fox spirit companion, which is capable of growing and evolving in response to the needs of its partner. This spirit is a fey spirit that serves Kitsune or Luxus, sent as an agent to look after the one they have entrusted with their magical energy.

Companion Fox

1st-level First Fox feature

When you form your pact with Kitsune, a fox spirit finds its way to you and watches over you as their agent. This fox is a fey spirit, but for all intents and purposes is manifested as a fox which can vanish and appear as needed.

As an action, you can magically summon the fox spirit that is bound to you. It appears in an unoccupied space of your choice within 30 feet of you.

The fox spirit is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Fox spirit stat block, which uses your proficiency bonus (PB) in several places. When called into question, the spirit's proficiency bonus matches yours.

In combat, the fox shares your initiative count and takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless you take a bonus action on your turn to command it to take another action and/or bonus action. That action(s) can be one of those specified in its stat block or some other action. If you are incapacitated the fox spirit can take any action of its choice, not just Dodge.

The fox spirit remains until it is reduced to 0 hit points, until you use this feature to summon the fox spirit again, or until you die. Anything the fox spirit was wearing or carrying is left behind when the fox spirit vanishes.

Once you summon the fox spirit, you can't do so again until you finish a long rest, or until you expend a pact spell slot to summon it again.

When you gain this first level, you can choose one of the following options, which applies to your fox spirit companion:

Familiar Senses

You can project your senses into the fox spirit as if by the *find familiar* spell.

Medical Aid

The fox gains proficiency in Wisdom (Medicine) checks. When you are reduced to 0 hit points, your fox spirit will move to you and, once adjacent, uses its action to attempt a Wisdom (Medicine) check to stabilize you. If it succeeds and rolls a result of 15 or more, you regain 1 hit point immediately. If the fox is unable to move to you in one turn without using an action to do so, it can use its action to teleport up to 60 feet to an unoccupied space next to you.

Pin Cushion

If you take damage and your fox spirit is within 30 feet of you, your fox spirit can use its reaction to reduce the amount of damage you take to half (rounded down), and it takes the same amount of damage of the same type.

Companion Advancement

6th-level First Fox feature

Your fox spirit companion gains the ability to take two attacks instead of one when you command it to Attack.

Additionally, it gains one of the following features:

Illusory Scoundrel

Attacks made against your fox spirit companion and anything mounting it (if it becomes large enough) have disadvantage. When the fox or anything benefiting from this effect takes damage, this feature is suppressed until the start of your next turn.

Flight

Your fox gains a fly speed equal to its base movement speed. It is capable of flying by running through the air as if on solid ground.

Slippery Chase

Your fox spirit companion's movement does not provoke opportunity attacks.

Companion Transformation

10th-level First Fox feature

Your fox spirit's weapon attacks are considered magical, and it gains one of the following features:

Elemental Junction

The fox is infused with one of the following elements, which you choose when taking this feature: fire, cold, poison, psychic, lightning, acid, thunder. You and your fox companion become immune to that damage type, and your fox spirit's weapon attacks deal an extra 1d8 damage of that type. While it is within 30 feet of you, your weapon attacks share this extra damage as well.

Mounted Form

Your fox can use its action to transform into a larger version of itself, assuming a new form that is one size category larger than yours and has a base movement speed of 60 feet. It can also return to its smaller form as an action. You are capable of mounting its larger form, and while mounted you can command it to take its movement on your turn, but that movement is reduced from its own when it takes its next turn. While it is in its larger form, it deals an extra weapon die of damage with its bite and claw attacks.

Talented

Your fox spirit's ability scores all increase by 2.

Greater Companion Advancement

14th-level First Fox feature

Your fox spirit's weapon attacks deal an extra 1d6 damage, and it gains one of the following features:

Frequent Conjunction

The fox spirit can be summoned once per short or long rest, instead of once every long rest.

Avoidance

When your fox spirit is forced to make a saving throw to take only half damage from an effect, it takes no damage on a successful save, and half damage on a failed one. If you are mounting it you gain the benefits of this feature as well.

Vicious Fighter

Your fox spirit can attack three times when it takes the Attack action, its weapon damage dice for its Bite and Claws become d10s, and it gains proficiency in two saving throws of your choice that it doesn't already have.

Fox Spirit Companion

Small fey, unaligned

Armor Class 14 + PB

Hit Points 5 + (4 x Warlock level) - the fox spirit companion has a number of Hit Dice [d6s] equal to your Warlock level
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	18 (+4)	12 (+1)	6 (-2)	15 (+2)	13 (+1)

Saving Throws Dex + 4 plus PB, Wis + 2 plus PB

Condition Immunities exhaustion

Senses darkvision 60 ft., passive Perception 12 (17 with hearing or smell)

Languages Understands your languages and Kitzish, but doesn't speak

Keen Hearing and Smell. The fox spirit has advantage on perception checks that involve hearing or smell (reflected in its passive Perception).

Small. When the fox spirit moves through the space of a friendly creature that is larger than it, it suffers no penalties to its movement. It can move through the space of a hostile creature that is larger than it as if it was friendly (counting as difficult terrain), as long as it can end its movement in an unoccupied space.

ACTIONS

Bite. *Melee Weapon Attack:* +4 plus PB to hit, reach 5 ft., 1 target. *Hit:* ? (1d6 + Dex Modifier) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* ? (1d6 + Dex Modifier) slashing damage.

Bonus Actions

Chase. The fox spirit takes the Dash action.

The First to Skulk

Forming a pact with any of the first Kits'adria to have lived, these Warlocks gain a variety of blessings. They take upon themselves the natural tenacity and characteristics of these first intrepid spies and infiltrators. The First to Skulk and First to Consume are both viable sets of patrons for these Warlocks, and may have their own individual goals. They are unlikely to take on many Warlocks at a time due to their natural sense of discretion.

The First to Skulk Features

Level Features

1st *Grimoire of the Fox, Improved Critical*

6th *Speed of the Skulker*

10th *Swarm of One*

14th *Shadow of the Arrow*

Expanded Spell List

When you learn a new Warlock spell, you may treat the following spells as being on the Warlock spell list for you.

Warlock Level Spell

1st *Hunter's Mark, Zephyr Strike*

2nd *Blur, Tasha's Mind Whip*

3rd *Haste, Lightning Arrow*

4th *Find Greater Steed, Freedom of Movement*

5th *Steel Wind Strike, Swift Quiver*

Pact Boon Option: Arrowsinger

3rd-level Warlock Pact Boon Option

When you choose a pact boon as a Warlock, you may choose the *arrowsinger* option. When you do you can create a weapon with the same criteria as the *pact of the blade*, but with the following changes:

- The weapon must be a ranged weapon or have the thrown property.
- When you make an attack with the weapon you can either use ammunition you possess, or the weapon creates magical but otherwise mundane ammunition to go with it.
- The weapon you create cannot be a firearm, but you may turn an existing firearm into your pact weapon if you have one.
- If the weapon has the thrown property, it magically returns to your hand after it hits or misses a target.

For all invocations and features that require it, this weapon is considered your pact weapon.

Grimoire of the Fox

1st-level First to Skulk feature

All spells that are part of the *Skulker's Grimoire* spell group are considered to be on the Warlock spell list for you.

Improved Critical

1st-level First to Skulk feature

When you hit a creature with a weapon or spell attack, you score a critical on a d20 result of 19 or 20.

Speed of the Skulker

6th-level First to Skulk feature

Once per short or long rest, you can choose to grant yourself accelerated speed for 10 minutes. If you do, your base movement speed doubles for that period and opportunity attacks made against you have disadvantage. If you are mounting a creature that is serving as an obedient mount you can choose to grant this benefit to the mount as well, though it loses this benefit if you dismount them.

Swarm of One

10th-level First to Skulk feature

As an action on your turn, you may invoke your patron to create several clones of you that all move up to your movement speed. You can command them to make a single weapon attack each as if they were you using a weapon you are carrying, targeting a creature within that weapon's range. Any magical item effects, spell effects, or class features (such as smites, effects with charges, effects that work once per turn, etc.) count each attack as a separate attack. Ammunition and similar resources consumed by each of your clones are taken from you.

You can only attack a given creature a number of times with this effect equal to half the number of clones you create (rounded down), and must either waste excess clones or spread attacks out against multiple targets accordingly.

When you use this feature you create a number of clones equal to your proficiency bonus, and you can use this feature a number of times equal to your Charisma modifier, regaining spent uses when you complete a long rest.

Shadow of the Arrow

14th-level First to Skulk feature

When you make a ranged weapon or spell attack and either miss your target or attack a space without one in it, you can use your bonus action to switch places with the spell effect/ammunition that missed and appear in that unoccupied space, then re-attempt that attack roll against a creature within range using the same spell or piece of ammunition.

You must appear in a space behind your target that is inline with where you started the attack (passing through your target's space). This new space must be farther from your previous space than your target was when you took your action.

Eldritch Invocations

When choosing Warlock invocations, you may choose from the following options as long as you meet their prerequisites:

Acting on Instinct

You cannot be surprised as long as you are conscious. When you would be surprised you can take reactions and actions in your first round of combat normally.

Companion Evolution

Requirements: 6th-level First Fox Warlock

You may choose one additional feature from your *companion improvement* feature to apply to your fox spirit. Once taken, this invocation can never be replaced with another.

Companion Transformation Evolution

Requirements: 10th-level First Fox Warlock

You may choose one additional feature from your *companion transformation* feature to apply to your fox spirit. Once taken, this invocation can never be replaced with another.

Greater Companion Evolution

Requirements: 14th-level First Fox Warlock

You may choose one additional feature from your *greater companion improvement* feature to apply to your fox spirit. Once taken, this invocation can never be replaced with another.

Run Wild

Requirements: 10th-level First to Skulk Warlock

Once per short or long rest, you can increase your base movement speed by 30 feet for 1 minute.

Skulker's Eye

You gain darkvision out to 60 feet and have advantage on Wisdom (Perception) checks that involve hearing or sight. If you already have darkvision, its range extends 30 feet. If you have devilsight its range is increased by 30 feet as well.



WIZARD



WHEN YOU TAKE YOUR SECOND LEVEL AS A WIZARD, YOU can choose the following Arcane Traditions, gaining its features at the levels listed.

Grassroot Alchemist

As mindful students of the arcane arts, some Wizards turn their focus toward the observable world of magic. Sorcerers, Druids, and other casters wield magic differently. Their powers are similar, but somehow a world apart. The Grassroot Alchemist keeps their mind open, tending to the distinctions between the science of the arcane and the natural splendor of organically drawn spells, and learns to marry the two. Through this process, they learn much about alchemy as a byproduct of studying the natural elements of the flora they draw inspiration from.

Natural Focus

2nd-level Grassroot Alchemist feature

Your study of magic has led to the knowledge of the magical influences that naturally exist around you. When you learn a Wizard spell from a scroll, spellbook, or by gaining a Wizard level, you can choose spells off of the Druid spell list. Spells from the Druid spell list count as Wizard spells for you.

The gold and time you must spend to copy spells on the Druid spell list into your spellbook are halved.

Alchemic Inspiration

6th-level Grassroot Alchemist feature

You gain proficiency in *alchemist's tools*. You have a number of points of *alchemic inspiration* equal to your proficiency bonus. When you take a long rest you can spend these points to create alchemic concoctions with effects equivalent to potions of various rarities. The number of points it takes to prepare various mixtures is detailed on the mixture point cost table below. Next time you complete a long rest (or after 24 hours), your prepared mixtures lose their potency and become unusable.

To make your mixtures when you complete a long rest, you must have access to *alchemist's tools*, as well as potion vials or containers that can store the items you're using. Regular potion vials are generally acceptable, and reusable. Any type of acid requires glassware.

The effects of your mixtures can never become permanent.

Mixture Point Cost

Rarity	Points
Common / Uncommon	1
Rare	2
Very Rare	3
Legendary	5

Rush of Vitality

10th-level Grassroot Alchemist feature

You can channel naturally drawn magic into a rejuvenating force that permeates your body and offers you protection. Any time you cast a spell that is on the Druid spell list, you gain a number of temporary hit points equal to 1d4 multiplied by the spell's level.

Repetitious Preparation

14th-level Grassroot Alchemist feature

Choose two mixtures that are rare or less common. Each time you prepare mixtures you may prepare one of those mixtures without investing any points of *alchemic inspiration* into it. Each time you gain a level as a Wizard you may change one of those mixtures for another that meets these criteria.

Grassroot Alchemist Features

Level Features

2nd *Natural Focus*

6th *Alchemic Inspiration*

10th *Rush of Vitality*

14th *Repetitious Preparation*

Mixture Lists

The following lists detail some mixtures available to you.

Common & Uncommon Mixtures

- Oil of Slipperiness
- Philter of Love
- Potion of Animal Friendship
- Potion of Climbing
- Potion of Fire Breath
- Potion of Greater Healing
- Potion of Growth
- Potion of Hill Giant Strength
- Potion of Poison
- Potion of Resistance
- Potion of Water Breathing

Rare Mixtures

- Elixir of Health
- Oil of Etherealness
- Potion of Aqueous Form
- Potion of Clairvoyance
- Potion of Diminution
- Potion of Fire Giant Strength
- Potion of Gaseous Form
- Potion of Heroism
- Potion of Invulnerability
- Potion of Mind Reading
- Potion of Stone Giant Strength
- Potion of Superior Healing

Very Rare Mixtures

- Oil of Sharpness
- Potion of Cloud Giant Strength
- Potion of Flying
- Potion of Invisibility
- Potion of Longevity
- Potion of Speed
- Potion of Supreme Healing
- Potion of Vitality

Legendary Mixtures

- Potion of Dragon's Majesty (any color)
- Potion of Storm Giant Strength

NEW WEAPONS & ARMOR



THE FOLLOWING EQUIPMENT OFFERS ADDITIONAL OPTIONS when playing within the setting.

Bolas. Two weights tied at the end of intercepted cords, meant to be thrown at a creature to tie them up. Bolas can affect creatures of the same size or one size less than the creature they're made for (medium by default) and have disadvantage on anything larger than failing against anything else.

When bolas hit a creature with limbs, that creature is restrained by the bolas, and their speed is reduced to 0 while bound by them, and if they score a critical hit, that creature is knocked prone as well. They can attempt to remove the bolas as if it was grappling them (escape DC 14).

The cord can also be cut by a weapon that deals slashing damage, requiring 5 points of damage (AC 13).

Dagger, Blasting. A dagger with a firearm built into it, which is capable of loading a single shot. Its handle is that of a revolver, with a concealed trigger that can be pressed rapidly.

Greatbow. A large bow, the length of an average human body. These bows require special great arrows instead of regular arrows and at least 16 Strength to wield due to the difficulty of pulling back the bowstring. These special bows use Strength instead of Dexterity for their attack and damage rolls. Arrows for this bow cost 2 gp per bundle of 20.

Greatshield. Also known as a tower shield, this massive defensive armament is heavy and difficult to wield. For those who can wield them properly, however, they provide a sturdy metal wall between their wielder and any threats they face.

Gunblade. A bladed weapon the approximate size and weight of a sword but curved as to resemble a rifle. A barrel running through the weapon allows for a rifle shot to be taken with it.

Gunlance. Otherwise similar to a glaive, this weapon has an explosive round loaded into one end, and its bladed end features

a concealed barrel. Several triggers run along the weapon's shaft, requiring two to be pressed at once to fire as to prevent accidental discharges of the weapon.

Hand Cannon. A heavy firearm that is the relative size of a rifle but bulkier, and utilizes stronger charges. This weapon unleashes a blast with greater force than rifles and handguns, but reloading is a more involving procedure.

Mounted Blades. These blades are fitted onto a gauntlet or grip with blades extending from the back of the hand, either as a curved claw-like weapon or a straight blade.

Revolver. A handgun that has a six-round chamber.

Revolver, Light. A smaller handgun featuring a smaller chamber that can be fired with ease and stowed quickly.

Revolver, Rapid. A handgun built with a rapid-fire mechanism that allows for many shots to be taken with a single sustained trigger press by flipping a small safety switch on its side.

Rifle. A lengthy firearm with a greater potential for precision compared to a revolver, requiring two hands to use.

Rifle, Hunting. A rifle that has been built with great care, able to load two shots and fire at a greater range.

Rifle, Scoped. A hunting rifle outfitted with a magnifying device allowing long-distance shots to be taken.

Seige Garland. A large metal weapon best described as a portable cannon. This weapon requires its wielder to have a Strength score of at least 17, and unleashes an explosive charge at a target or space within range. All creatures within 5 feet of the targeted space must make a Dexterity saving throw (DC 8 + the wielder's Dexterity modifier + their proficiency bonus + its enhancement bonus), taking half the weapon's damage on a failed save or no damage on a successful one.

Shortspear. These short spears have two-thirds the length of their counterparts and can be wielded with greater dexterity.

Twinblade. This staff-like weapon has a blade on either side.

Weapon	Cost	Damage	Weight	Properties		
Simple Melee Weapons						
Dagger, Blasting	60 gp	1d6 piercing	3 lb.	Light, thrown (20/60), trigger (2d6 piercing, range 10/30, reload 1)		
Shortspear	1 gp	1d6 piercing	2 lb.	Light, thrown (20/60)		
Martial Melee Weapons						
Bolas	5 gp	—	5 lb.	Special, thrown (10/30)		
Gunblade	250 gp	1d8 slashing	5 lb.	Trigger (2d8 piercing, range 10/30, reload 2), versatile (1d10)		
Gunlance	300 gp	1d10 slashing	10 lb.	Heavy, reach, trigger (2d10 piercing, range 15/45, reload 2), two-handed		
Mounted Blades	10 gp	1d6 piercing	2 lb.	Finesse, firm, light		
Twinblade	40 gp	1d8 slashing	12 lb.	Secondary, two-handed		
Martial Ranged Weapons						
Greatbow	50 gp	1d10 piercing	8 lb.	Ammunition (range 150/600), heavy, loading, special, two-handed		
Simple Firearms						
Rifle	180 gp	2d8 piercing	8 lb.	Ammunition (range 40/120), reload 1, two-handed		
Revolver, Light	60 gp	1d10 piercing	3 lb.	Ammunition (range 20/60), light, reload 2		
Revolver	80 gp	2d6 piercing	3 lb.	Ammunition (range 20/60), reload 6		
Martial Firearms						
Hand Cannon	300 gp	4d10 piercing	7 lb.	Ammunition(range 20/60), heavy reload 1, two-handed		
Seige Garland	400 gp	4d12 fire	20 lb.	Advanced, Ammunition (range 10/30), full reload 1, heavy, two-handed		
Revolver, Rapid	140 gp	2d6 piercing	6 lb.	Ammunition (range 20/60), burst-fire, heavy reload 12		
Rifle, Hunting	200 gp	2d10 piercing	8 lb.	Ammunition (range 60/180), reload 2, two-handed		
Rifle, Scoped	250 gp	2d10 piercing	9 lb.	Ammunition (range 60/180), reload 2, sniping, two-handed		
Armor	Cost	Armor Class	Strength	Stealth	Weight	Properties
Shields						
Greatshield	50 gp	+4	Str 19	Disadvantage	15 lb.	Heavy

Weapon Properties

The following new properties exist on some of the weapons included and can also be used or applied to other weapons.

Eidolic. Weapons that are eidolic can properly injure beings like Eidolons. Certain creatures have divine protection from harm, and eidolos can restore themselves to life repeatedly. Eidolic weapons can ignore these qualities and bypass these resistances.

Firm. This weapon is secured to you well. You have advantage on ability checks made to avoid being disarmed, and aggressors have disadvantage on checks made to steal, remove or disarm it.

Secondary. This weapon has a second readied weapon, such as a secondary blade or weighted end. When you attack with this weapon, you can immediately use your bonus action to make a second attack with it, though this second attack must use your Dexterity score for its attack and damage rolls.

Firearms

As of the eighth age of the fallen Somonian empire, firearms and weapons related to their use have come to exist within Somnus Domina, mostly available in Retia and Cu Chullis. In Retia, firearm technology has advanced due to the efforts of engineers in the technologically advanced city of High Wave. Cu Chullis has kept pace by adding their own creative twists to firearms.

Due to their upkeep and unique ammunition, firearms are rare and difficult to master. Most smiths are unsure of how to create them on their own, so constructing a firearm is generally a collaborative effort between a skilled smith and an engineer. Though a niche market, they often see wild success if they find even a small number of receptive customers.

Firearms use the wielder's Dexterity for their attack and damage rolls unless a feature or property states otherwise.

Ammunition. Firearms require special ammunition that varies between weapons. The ammunition is defined by its damage dice. Ammunition with a similar number of damage dice can be used for any firearm that matches that damage.

Ammo	Damage Die	Cost (1) Bundle Cost
Light	2d6 & 1d10	5 sp 10 gp (20)
Medium	2d8 & 1d12	8 sp 16 gp (20)
Heavy	2d10	1 gp 20 gp (20)
Buck Charge	4d10	5 gp 25 gp (5)
Explosive	4d12	10 gp 50 gp (5)

Proficiency

During character creation, you should determine if you have firearm proficiency. They require extra care and a different skill-set than regular ranged weapons, so their proficiency is considered separate from martial and simple weapons. Furthermore, if you are gaining proficiency with firearms, you must gain proficiency with simple firearms before taking proficiency with martial firearms. With your DM's permission, you may choose one of the following options to gain proficiency during character creation:

- You may switch a skill proficiency for firearm proficiency.
- You may have firearm proficiency in place of proficiency with simple and martial ranged weapons.
- If you would gain a feat, you may choose to take a feat that grants weapon proficiencies (keeping in mind that simple and martial firearms are separate proficiencies).

You can also gain proficiency in firearms through the usual means of training during downtime, but only if you have access to the weapons and ammunition required.

Firearm Properties

Several properties are specifically associated with firearm weapons. However, some of them (like the *trigger* property) may appear on other weapons.

Advanced. This weapon requires an extra layer of proficiency beyond the regular proficiency of firearms. You must have proficiency in the firearm type and specifically in this weapon's use. When you would gain an instrument or tool proficiency, you can choose to be proficient in this weapon instead.

If a creature without this proficiency tries to fire it, the weapon will work properly, and they are treated as proficient but must roll 1d100. On a result of 31 or higher, the weapon fails to fire.

Ammunition. The firearm uses ammunition, which is consumed upon use.

Bladed. A bladed firearm has a sharpened edge. It can be used to make weapon attacks and deal damage as if it were a shortsword (if it has the light property) or a longsword (if it doesn't). When used this way, it does not add any ability score modifier to the damage roll.

Burst Fire. This weapon can either be fired normally or fired as an action to spray everything in a 10-foot-cube centered within its normal range, forcing all targets in that space to make a Dexterity saving throw (DC 8 + the modifier you use to attack with the firearm + your proficiency bonus). Each creature that fails is dealt a separate damage roll from the weapon.

A weapon with this property that fires in a cube can only target a number of creatures equal to or less than its remaining loaded ammunition but empties its remaining ammunition regardless of how many it targets.

Full Reload. This property functions as the *heavy reload* property, except it is cumbersome and difficult to reload. A creature cannot move more than half their movement speed on a turn they reload this weapon.

Heavy Reload. This property functions as the *reload* property, except always requires an action to reload.

Reload. A weapon with the reload property can only fire a certain number of shots before it must be reloaded. A creature may reload it using an action or a bonus action (their choice). This property will always read the number of shots it can hold, written as, for example, "reload 6" for a weapon that can hold six shots/be fired six times before reloading.

Sniping. A weapon with the sniping property has a scope or other instrument that allows for more accurate shots. It can be fired up to its long range without granting disadvantage if either of two conditions are met:

- The creature firing it is prone while they fire it, allowing them to steady their aim (being prone does not give disadvantage to attack rolls with this weapon).
- The creature firing it uses its bonus action to aim more carefully, and it is the only attack they make on their turn.

If both conditions are met, the creature also gains advantage on its attack roll.

Trigger. A weapon with the trigger property has a firearm built into it in a way that allows it to function as both. When it is listed as such, it will include a damage die that represents its trigger damage, as well as suitable range and reload properties. A trigger weapon can be fired like a firearm, and whether it is simple or martial corresponds to the melee weapon's type.

If a trigger weapon hits with a melee attack, the wielder can use a bonus action to fire the weapon, adding the trigger damage (always piercing unless stated otherwise) to the weapon's damage roll. If fired this way, it does not add any ability modifiers to the trigger damage.

Weapons with the trigger property always require an action to reload unless stated otherwise.

Enderwool Armor

In Cu Chullis, the creation of special lighter armor that is capable of absorbing strikes was perfected by an Elven artisan named Havar Enderwool. This armor was originally forged in the Feywild, using the magical bark of Steelwood trees, and this early armor was able to absorb the trauma from weapons of the Material Plane entirely. However, after being released from his service to the Eldradrin emperor of Cu Chullis in the Feywild, he was granted the right to pass his secrets on to the Material Plane's artisans and smiths. Though difficult and considered beyond masterwork, he did so, and a lesser variant was created that is used by many important figures and special elite warriors in Cu Chullis. However, it is rarely found all over the known world now.

This armor is lighter than regular armor and offers little protection in terms of stopping weapons outright. However, its design disperses the damage from piercing, slashing, and bludgeoning weapons while allowing the wearer to retain their mobility. The table below shows their properties and statistics, which mostly function the same way as regular armor. There are only three types: light, medium, and heavy, which corresponds to their armor category.

Armor	AC	Reduction	Weight	Cost
Light	11 + Dex	3 + Enhancement	10 lbs	25 gp
Medium	12 + Dex	5 + Enhancement	17 lbs	500 gp
Heavy	13 + Dex	8 + Enhancement	25 lbs	2000 gp

Reduction. The reduction column refers to the damage they soak when struck. When the creature wearing them is hit, they reduce all piercing, slashing, and bludgeoning damage they take by the amount listed in that column (calculated before resistances, as reduction normally is). If the armor has an enhancement bonus, it also reduces those damage types by an amount equal to the bonus.

Adamantine. Adamantine weapons can bypass the reduction from this type of armor, unless the armor itself is also made of adamantine.

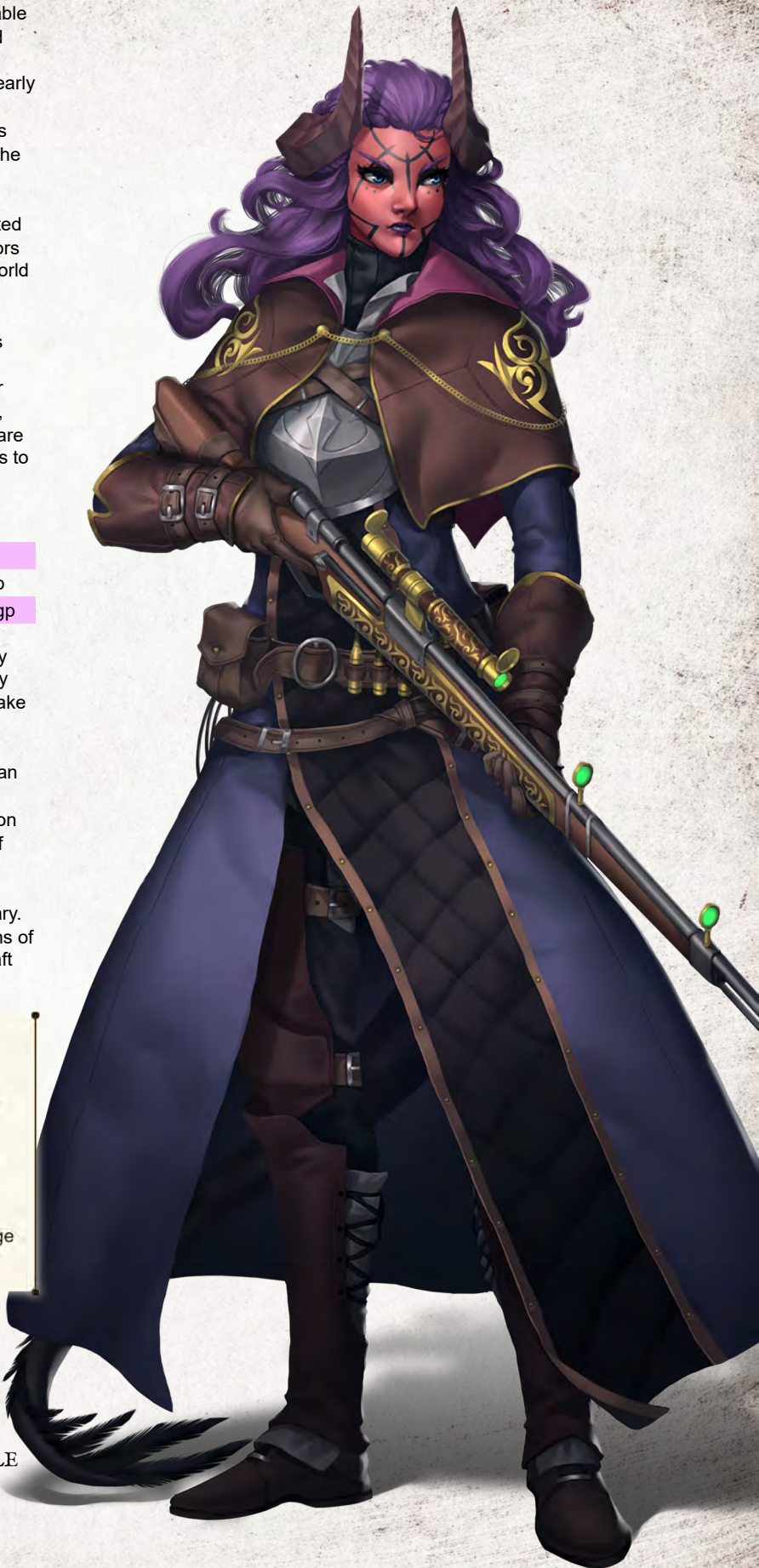
Rarity. These armor types are considered uncommon by default. A +1 variant is rare, +2 is very rare, and +3 is legendary. They are difficult to find, and generally, only Cu Chullian smiths of the greatest renown know how to forge them, though their craft may have extended beyond their shores.

Dodge vs Soak

This armor prioritizes reducing damage over dodging and grants a greater focus to allowing a character to retain their Dexterity bonus. They change the combat dynamic somewhat, favoring a more aggressive playstyle willing to tank damage rather than play defensively.

As a variant rule, you may consider allowing magical damage to bypass this reduction unless the armor is magical.

BLISTER VOS WINDRAKE, A TIEFLING
BOUNTY HUNTER WIELDING A RETIAN RIFLE



FEATS

F EAT REPRESENTS A CHARACTER ACHIEVING MASTERY IN one of their capabilities or discovering a latent skill they possessed but did not have the means to utilize. The following feats represent skills Kits'adria might excel at, but unless otherwise noted, they are available to any creature who qualifies for them. You can take these if you use the optional feat rule in the core rules of *Dungeons and Dragons*.

If you take a feat, you must qualify for its listed prerequisites. Furthermore, if you take a feat you qualify for, but later your features or statistics change, and you no longer do, you immediately lose access to that feat's benefits. You regain them if you later qualify for them again.

All But Invisible

Prerequisites: proficiency in Dexterity (Stealth) checks.

You can stay hidden more easily, taking advantage of a failure to strike a target when attacking from a stealthy position. You gain the following benefits:

- Your Dexterity score increases by 1.
- Once per turn, when you make an attack against a target while hidden and miss, you do not reveal your position immediately, and you remain hidden. However, that creature gains advantage on all Wisdom (Perception) checks made to find you (increasing their passive Perception by 5) until you hide in a new location.
- When you move from a place you were hiding and move through an area you would be seen, you remain hidden until you end your turn or take an action with a target.

Arcane Specialist

Prerequisites: the ability to cast at least 1st-level spells using spell slots

You research specific schools of magic, learning about esoteric magic groups and adding them to your repertoire. You gain the following benefits:

- Your spellcasting ability score increases by 1. If you have multiple, you must choose one.
- Choose one spell group from this book's **spells** section (such as the Skulker's Grimoire). You learn one spell from that spell list that you have spell slots to cast, and this spell does not count against your spells known. That spell is counted as being on the spell list corresponding to the spellcasting ability you picked for this feat, and when you gain new spells from that class, you may choose to learn them from that spell group as if they were on that spell list as well.
- You may take this feat multiple times but cannot use it to add the same spell group to the same class's spell list more than once.

Deadshot

You are an expert at exploiting the weaknesses of creatures you have dealt serious harm to or already have an advantage against. You gain the following benefits:

- If you score a critical hit against a creature, you have advantage on the first attack you make each turn against them for 1 minute.
- If you have advantage on an attack against a target and miss, you can use your reaction to roll a new d20 and replace the d20 of your attack roll with it, possibly changing the outcome.

Firearm Expert

Prerequisites: proficiency with simple and/or ranged weapons

You learn to wield firearms and become highly proficient in their use. You gain the following benefits:

- You gain proficiency in simple and martial firearms, as long as you have the corresponding proficiency in simple and/or martial ranged weapons.
- You can reload firearms with a reaction instead of a bonus action.
- You do not gain disadvantage from firing a firearm within 5 feet of a hostile creature.
- You can reload weapons with the *trigger* property as a bonus action.

This content uses the firearm proficiency rules in this book, and so if a creature has proficiency with firearms using the pre-existing *Gunner* feat, the other requirements for firearm proficiency must be met as well.

Heavy Swing

Prerequisites: Str 15 and Dex 15

You can swing weapons with overwhelming strength even if they are so light they normally wouldn't benefit from doing so.

- Your Strength or Dexterity score increases by 1.
- When a feature, such as a barbarian's rage, states that it requires a Strength-based weapon to benefit from its effects, you can also use Dexterity-based weapons for those benefits. Furthermore, any effect that requires a melee attack can also be used with a thrown weapon attack unless its effects functionally require you to be in a certain proximity to your target (such as an effect that grapples a creature).
- Even when you use your Dexterity score for the attack roll of a weapon, you can choose to use either your Strength or Dexterity score on the damage roll. For effects that consider Strength-based or Dexterity-based weapons, these attacks are treated as using whichever was used for the attack roll.

Intrepid Climber

Prerequisites: proficiency in Strength (Athletics) checks

You are quick and able to scale surfaces with ease. You gain a climb speed equal to your base movement speed and can climb surfaces you can grip onto (such as wood, uneven cliffs, etc) without requiring special climbing gear.

Night Eye

Prerequisites: proficiency in Perception checks or darkvision

You can keep track of shapes and small details in low-light situations. You do not have disadvantage on Perception checks made in or to track targets in dim light.

Survival Master

Prerequisites: proficiency in Wisdom (Survival) checks

You are a savant at scavenging for food, even in environments you aren't familiar with. You gain the following benefits:

- You gain expertise in Survival checks (you add your proficiency bonus to them a second time, unless you already did so through a similar feature).
- You have advantage on any ability checks made to recognize if flora or fauna would be dangerous to touch, in conditions where it might be toxic, corrosive, or otherwise dangerous due to naturally occurring elements.
- You can use your Constitution score for Survival checks relating to gathering food, using your intuition and experience with food rather than a conscious knowledge of proper food.
- If you get lost while traveling in unknown territory, you have advantage on Survival checks you make to find landmarks or paths you have encountered before and get back on track.
- You have a passive Survival score, equal to 10 + your Survival check modifier, which you can use to casually travel, find food, and notice interesting elements of nature even when not paying deliberate attention.



SPELLS

THE FOLLOWING SECTION CONTAINS SPELLS PERTAINING TO Kits'adrian culture, spellcasters, and other spells from Somnus Domina added in for flavor. These spells are referenced in some of the subclasses in this book, and will more than likely be referenced in other books pertaining to Somnus Domina.

Spell Groups

The spells listed below fall into several categories based on the origins of the magic. These spells establish the context and origins of the spells included. The spell groups and their explanations are as follows:

Altissima-Cor's Arcane Arts

The eidolos *Altissima-Cor of the Smothering Depths* was a servant of the Eidolon Marrias. She was an elevated being who had once been a prolific sorceress, and during her service created a variety of arcane spells that tapped into her cosmic shard, evoking her power over ice. Her teachings would be adopted by those who aided her in her mission: to serve as a record-keeper and curator for the Eidolons who ensured that matters of the old world remained buried and unseen.

- Crashing Ice
- Dire Restraints
- Divine Armor
- Divine Frost
- Entropic Shield
- Frigid Banishment
- Orbs of Spelljamming
- Sea-dweller's Aspect
- Snap Freeze
- Vampiric Mist

Skulker's Grimoire

The Skulker's Grimoire is a compendium of magic created by the First to Skulk - the Kits'adria created by Kitsune. These arcane arts were developed from the natural abilities those individuals have, as well as from their experience under Kitsune's service. Legends tell that some of this magic is drawn from Luxus and Kitsune themselves. Those who have a strong relationship with Kits'adrian communities might learn this magic, and Kits'adria themselves tend to naturally evoke it.

- Agitated Pulse
- Boomerang Weapon
- Elstrakin's Instant Bounty
- Elstrakin's Loving Embrace
- Everest's Isolated Undoing
- Free Meadow
- Foxfire
- Hold Attacker
- Jackal's Luck
- Kellia's Deceptive Mark
- Magnesia's Smothering Voice
- Miraculous Evasion
- Springmoon's Holy Shield
- Tamamo's Arrowfall

Nine Branch Arts

Spells founded and developed by Kitsune, and used by Kits'adria who follow in her footsteps. These spells are supernatural powers she possessed that Luxus sublimated into spells that mortal beings would be capable of casting, as a gift granted to her devoted followers. Harnessing Kitsune's divine flames, these spells allow for a wide variety of environmental and personal control.

- Blessed Circle
- Catastrophic Shield
- Desperate Retreat
- Disorienting Scatter
- Firesage Robe
- Unveiling Gaze
- Violent Pillar
- Vorpall Flames

Agitated Pulse

3th-level Evocation spell (Skulker's Grimoire)

Casting Time 1 action

Range Self

Components S

Duration Concentration, up to 1 minute

A swirling wave of force protects you, occupying a 5-foot-radius centered on you. When a hostile creature starts their turn there or enters into that space for the first time on their turn they must make a Strength saving throw. On a failed save they are repelled to the nearest unoccupied space outside the spell's range and take 4d6 force damage. A creature shunted this way cannot attempt to enter that area again on that turn, and if they teleport into range, get stuck within it and are unable to move, or are forced in by another effect, they are knocked prone and restrained as long as they are in it until the start of their next turn.

Attacks made against you from outside your protective wave of force have disadvantage.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, you can choose one of the following effects for each slot level above 3rd:

- The radius of the wave increases by 5 feet.
- The spell's force damage increases by 2d6

Blessed Circle

5th-level Abjuration spell (Nine Branch Arts)

Casting Time 1 action

Range Self (30 feet)

Components V, S, M (a paper charm with gold lettering, signifying good luck)

Duration Concentration, up to 10 minutes

A sphere of radiant energy pours from you, extending out 30 feet in every direction. For the spell's duration, gasses and liquids in the environment that you do not wish to enter this space cannot do so. Breathable gas of moderate temperature passes through, allowing all creatures in this space to breathe safely. If submerged in liquid, you fall until you hit a solid surface.

Elementals, fey, and yokai (except you) are warded from entering this space. When they enter the space for the first time on their turn,

target creatures within the space with attacks or spells, or start their turn within it, they must succeed on a Charisma saving throw or be forced to move to the nearest unoccupied space outside, and be unable to target creatures within it with any effects until their next turn. Such creatures unable to move out of its range take 3d10 psychic damage on a failed save.

If you willingly move into a space where the range overlaps with a creature it may affect and end your turn there, you must make a Concentration check against a DC set by the highest CR or level of all warded creatures within range. On a failure, this spell ends immediately.

At higher levels. When you cast this spell using a slot of 6th-level or higher, the spell's radius doubles for each slot level above 5th.

Boomerang Weapon

2nd-level Enchantment spell (Skulker's Grimoire)

Casting Time 1 action

Range Touch

Components S

Duration 10 minutes

You touch one weapon that has the thrown property, held either by you or a willing creature. For the spell's duration that weapon counts as magical, and any time that weapon is used as a thrown weapon attack and misses, either you or the attacker can use their reaction to cause the weapon to swerve in the air and fly at another creature within its normal thrown attack range from the initial target. The creature who throws it then rolls another attack roll against the new target. If this attack misses, you or the attacker can use their reaction to use this effect again.

After an attack is made with the weapon, it swerves in the air and returns to the creature that threw it as long as they are still within the item's long range.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, the normal and long range of the thrown weapon doubles, then doubles again for every two slot levels above 4th.

Catastrophic Shield

5th-level Abjuration spell (Nine Branch Arts)

Casting Time 1 reaction taken when damage would reduce you to 0 hit points or fewer

Range Self

Components S

Duration Concentration, up to 1 round

When damage would trigger this spell, you summon a spherical barrier of orange and red arcane symbols. For its duration, you cannot be reduced lower than 1 hit point by any source of damage you take. If damage would reduce you to 0 hit points, you are reduced to 1 instead. You still must make concentration checks as if you had taken the full damage, but you are protected against those sources of damage even if you fail the concentration check that provoked them.

Crashing Ice

5th-level Conjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range Self (50-foot-line)

Components V, S

Duration Instantaneous

With a sweep of your hand, a torrent of freezing water and ice explodes forth from you in a 50-foot-long, 10-foot-wide, 10-foot-tall line. All creatures in range must make a Dexterity saving throw, taking 4d8 bludgeoning damage and 4d8 cold damage on a failed save, or half as much on a successful one. Creatures who succeed may choose to move out of the range of the line, emerging in the nearest unoccupied space.

Afterward, the water and ice freezes in place. Creatures who failed their saving throw are partially embedded and restrained in the ice, requiring a successful Strength check against your spell DC as an action to escape.

At higher levels. When you cast this spell at 6th-level or higher, the bludgeoning and cold damage each increase by 1d8 for every slot level about 5th.

Desperate Retreat

7th-level Conjuration spell (Nine Branch Arts)

Casting Time 1 reaction taken when you are hit by an attack you can see, before damage is rolled

Range 60 feet

Components V

Duration Instant

In response to the triggering attack, you cause your body to be covered in flames and violently explode, causing everything within 20 feet of your body to make a Dexterity saving throw, taking 10d8 fire damage on a failed save, and half as much on a successful one. Meanwhile, you teleport unharmed to an unoccupied space you can see within 60 feet, and are stunned until the end of the current turn. You do not take damage from the triggering hit, but must choose to use this spell before damage is rolled or effects provoked by being hit are resolved.

Dire Restraints

9th-level Conjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range Self (30 feet)

Components V, S, M (a bracelet made of ivory chain links worth at least 5,000 gp)

Duration Concentration, up to 10 minutes

You create several winding snake-like sharpened chains of ivory that curl around you for the spell's duration, the tips of which form long white blades. You can use your bonus action to command these chains to make two melee spell attacks against creatures within 30 feet of you (or both against the same creature). On a hit, a creature takes 3d10 piercing damage and 3d10 cold damage.

If you target the same creature with both chains and hit with the first, then rather than make a spell attack with the second, the target must make a Strength saving throw. On a failure, they are grappled and restrained (escape DC equal to your spell save), and a new chain is created to accommodate further attacks while that one is occupied. A creature that breaks free of these restraints or succeeds its Strength save cannot be bound by them again from this instance of the spell.

You can only deal damage to a given creature once per turn using these spell attacks.

Disorienting Scatter

3rd-level Conjuraton spell (Nine Branch Arts)

Casting Time 1 action
Range 30 feet (60 feet)
Components V, S
Duration Instant

Choose any number of willing creatures within 30 feet of you. Those creatures are teleported to an unoccupied space of your choice within 60 feet of you, and if they are paralyzed, restrained, or grappled, those effects end. You do not have to be able to see the targets or spaces they teleport to as long as you know they are there. If something occupies the space you choose, the target is shunted to the nearest unoccupied space.

Creatures who are teleported must succeed on a Constitution saving throw with a DC equal to 8 + the level you cast the spell at. On a failure, they are stunned until the end of their next turn.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, the 30 foot and 60 foot ranges double at each slot level above 3rd (becoming 60/120 ft. at 4th, 120/240 ft. at 5th, etc.).

Divine Armor

7th-level Abjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action
Range Self
Components V
Duration 1 minute

Your body is immediately reinforced by a layer of ice which is comfortable and flexible to you, but rigid and protective against others. You gain 15d10 temporary hit points. If the result is greater than your hit point maximum, you gain a number of temporary hit points equal to that instead.

While you have these temporary hit points you are resistant to piercing, slashing, and bludgeoning damage from nonmagical weapons, and the first time each turn a creature hits you with a melee weapon attack they take 2d10 cold damage. However, while you have these points you are vulnerable to fire damage.

This effect ends when you lose these temporary hit points, and they automatically vanish when the spell's duration ends.

Divine Frost

5th-level Enchantment spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action
Range 30 feet
Components V, S, M (a preserved or frozen water lily)
Duration Concentration, up to 1 minute

Choose one creature within range. Their body and weapons become coated in a radiant layer of frost, pouring like smoke from their body. For the spell's duration, that creature's weapon attacks deal an extra 2d10 cold damage, and they become immune to cold and radiant damage. The target cannot be grappled or restrained for the duration, and any creature who attempts to do so automatically fails. Any creature that ends their turn in direct contact with the target during the spell's duration takes 2d10 cold damage.

At higher levels. When you cast this spell at 7th-level or higher, you can target one additional creature within range for every two slot levels above 5th.

Elstrakin's Instant Bounty

5th-level Conjuraton spell (Skulker's Grimoire)

Casting Time 1 action
Range 30 feet
Components V, S, M (a silver chalice worth at least 1000 gp, which the spell consumes)
Duration Instantaneous

You cause the bodies of all creatures you choose within range to become healthy and renewed. All targets are immediately cured of any exhaustion or poison that is plaguing them, are fully fed, and if they are prone they may use their reaction to stand immediately. Additionally, all creatures you choose have advantage on saving throws until the start of your next turn.

Elstrakin's Loving Embrace

7th-level Illusion spell (Skulker's Grimoire)

Casting Time 1 action
Range 30 feet
Components V, S
Duration 1 day

A deceptive illusion of someone or something dear to a target you choose within range appears, only to them, and takes them in their arms. The target must make a Charisma saving throw. If they fail, the illusion causes them to become docile and relaxed. The creature becomes paralyzed for the spell's duration, unable to focus on anything except the illusion. The creature can reattempt their saving throw at the end of each of their turns, ending the effect on a successful save.

Entropic Shield

4th-level Abjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 reaction, which you take when you are hit by an attack
Range Self
Components V
Duration 1 round

A barrier of freezing energy appears between yourself and your attacker, protecting you from harm. Until the start of your next turn, you have three-quarters cover, including against the triggering attack. If an attack hits you the shield shatters and the effect ends, and if the attacker is within 30 feet its energy assaults them, forcing them to make a Constitution saving throw. On a failure, they take 4d10 cold damage and are stunned until the start of your next turn.

At higher levels. When you cast this spell at 5th-level or higher, for every slot level above 4th you can choose one of the following benefits:

- The shield grants you a +1 bonus to your armor class.
- The spell's cold damage increases by 2d10.

Everest's Isolated Undoing

5th-level Abjuration spell (Skulker's Grimoire)

Casting Time 1 action
Range Self
Components V, S
Duration Concentration, up to 10 minutes

You are phased out of the Material Plane slightly and granted special protection against widespread attacks. If you are targeted by an effect that requires a saving throw and targets or affects

more than one creature at the same time (such as a fireball), you can use your reaction to be ignored by the effect as if you aren't present, phasing through its effects harmlessly. If you are within an ongoing effect that lingers in an area (such as cloudkill) you are ignored by its effects as long as at least one other creature is being affected by it.

At higher levels. When you cast this spell using a spell slot of 6th-level or higher, you can choose one creature other than you for it to affect for each slot level above 5th. Those creatures must be within range to touch when you cast the spell. If ever this spell's effects would apply to every target of a single effect, it offers no protection to them.

Firesage Robe

6th-level Enchantment spell (Nine Branch Arts)

Casting Time 1 action

Range Self

Components V, S, M (a jade stone worth at least 1000 gp, which the spell consumes)

Duration Concentration, up to 1 hour

Your body is wreathed in a cloak of red and emerald flames, which grants you protection for the spell's duration. Your AC becomes 8 + your spellcasting ability modifier + your proficiency bonus (if it wasn't already higher), you gain darkvision out to 240 feet, become immune to fire damage, and if a creature within 5 feet of you hits you with a melee attack they take 1d10 fire damage. While in this state you cannot be charmed or frightened, and all of your weapon attacks deal an additional 1d6 fire damage.

At higher levels. When you cast this spell using a spell slot of 7th-level or higher, the 1d6 fire damage and 1d10 fire damage increase by 1d6 and 1d10 respectively for every two slot levels above 5th.

Flash Cure

4th-level Evocation spell

Casting Time 1 bonus action

Range 30 feet

Components V, S

Duration Instantaneous

Choose a number of creatures within the spell's range equal to the level this spell was cast at. Those targets regain hit points equal to 1d4 plus your spellcasting ability modifier, and if they are poisoned, paralyzed, stunned or incapacitated by an effect that involves an ongoing save, they may immediately make those saving throws again with advantage, ending those effects on a success.

Foxfire

2nd-level Evocation spell (Skulker's Grimoire)

Casting Time 1 action

Range 60 feet

Components V, S

Duration Concentration, up to 1 minute

A flurry of psychic flames sprouts up around three creatures you can see within the spell's range. Those creatures must make a Dexterity saving throw, taking 1d8 fire damage and 1d8 psychic damage on a failed save, or half as much on a successful one. The burning creatures who fail their saving throw continue to burn, and on subsequent turns you can use your action to force those remaining creatures to make the save again, taking the same damage (or half damage). On a success, the flames are extinguished.

At higher levels. When you cast this spell using a spell slot of 3rd-level or higher, you can choose one of the following effects for each slot level above 2nd:

- You may choose one additional target.
- The fire and psychic damage dealt each increases by 1d8.

Free Meadow

3rd-level Transmutation spell (Skulker's Grimoire)

Casting Time 1 action

Range 60 feet

Components V, S

Duration Concentration, up to 10 minutes

You choose a point within range, and every surface within a 30-foot-radius centered on it is covered in soft grass and roots, except for liquid surfaces and ones that would cause fire or necrotic damage upon contact. For the duration of the spell, this area remains this way, removing the effects of difficult terrain and allowing all creatures to climb vertical surfaces as if they had a climb speed equal to their base movement speed.

Any effect that is modifying the physical properties of the terrain within range is suppressed. If those changes are the result of a spell, they are suppressed only if they were created by a spell with a level lower than the slot level used to cast this spell.

When the spell ends, the grass and roots harmlessly disappear. Any fire damage dealt to or in the space destroys the spell's effect there.

At higher levels. When you cast this spell at 4th-level or higher, the affected radius increases by 15 feet for every slot level above 5th.

Frigid Banishment

8th-level Abjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range 60 feet

Components V, S

Duration Concentration, up to 1 minute

Choose up to ten creatures within range who you attempt to force into a prison demiplane where time is slowed and senses are dulled. Each creature must make a Charisma saving throw. On a failed save, they are banished to a demiplane that is empty aside from an infinite cold tundra, where they are blinded by a permanent storm. While there, they take 2d8 cold damage at the start of each of their turns but are still able to take their turns.

Creatures attempting to teleport from their prison plane must make a spellcasting ability check against your spell save DC, otherwise their attempt to do so fails. Creatures may escape their prison plane by casting banishment on themselves, or by targeting themselves or the area around them with *dispel magic* (or any magic-nullifying spell) and successfully dispelling its effects. When they return, they return to the nearest unoccupied space relative to where they vanished.

Creatures banished this way may reattempt the saving throw at the end of each of their turns, ending the effect on a success.

A creature that dies in their prison plane remains there until you wish to conjure their frozen, statue-like remains in a space within 30 feet of you (or you die, and they appear where they vanished).

Hand of the Blackwind

3rd-level Enchantment spell (Daemoturgy)

Casting Time 1 bonus action

Range Self

Components S

Duration Concentration, up to 1 minute

Your hands ignite with shadowy energy, granting them the ability to strike the target's mind as well as their body. For the spell's duration, your unarmed strikes deal 2d8 psychic damage in addition to their normal damage, and when you make an unarmed strike you can use your spellcasting ability modifier for the attack and damage roll. Additionally, when you make an unarmed strike using the Attack action, you can make two attacks instead of one as long as they are both unarmed strikes.

When the damage from your unarmed strikes force a creature to make a concentration check, the DC for those checks is always at least equal to your spell save DC.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, the psychic damage it deals increases by 1d8 for every two slot levels above 3rd. If cast using a slot level of 7th or higher, when you take the Attack action and make only unarmed strikes, you can strike three times instead of once.

Hold Attacker

3rd-level Enchantment spell (Skulker's Grimoire)

Casting Time 1 reaction, taken in response to a non-undead creature within the spell's range missing you with an attack

Range 30 feet

Components V, S, M (a small, straight piece of iron)

Duration Concentration, up to 1 minute

The creature who triggers this reaction must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw, ending the spell's effects on a success.

At higher levels. When you cast this spell using a spell slot of 6th-level or higher, you can use this spell to target any attacker regardless of their creature type. If you cast this spell at 8th-level or higher, the target is paralyzed until the end of their turn regardless of the result of their saving throw.

Jackal's Luck

1st-level Divination spell (Skulker's Grimoire)

Casting Time 1 action

Range 60 feet

Components V, S, M (a peridot worth 50 gp or more, which the spell consumes)

Duration 10 minutes

You grant a moment of luck to one willing creature you can see within range. When that creature makes an attack roll, ability check, or saving throw, they can spend this boon and roll one additional d20, then choose which of the d20 results they want to use to determine their result. Alternatively, when that creature is targeted by an attack, they can use this boon to roll one additional d20 and choose to use either their roll or the attacker's d20 result for the attack. Once used the spell ends.

At higher levels. When you cast this spell using a spell slot of 3rd-level or higher, your target gains one additional use of this boon before the spell ends for every two slot levels above 1st.

Joyful Toxin

3th-level Transmutation spell

Casting Time 1 action

Range Self

Components V, S, M (a dose of poison worth at least 100 gp)

Duration 1 minute

For the spell's duration you are immune to poison damage and cannot be poisoned. When you would have taken poison damage, you instead regain hit points equal to half the poison damage you would have taken (rounded down).

Literal Manifest

Illusion Cantrip

Casting Time 1 action

Range Self

Components S

Duration Instantaneous

While touching a blank sheet of paper, you take a quick observation of everything within your field of vision. A complete documentary of what you see is copied onto the paper in expoutrium -arcane ink- written in text that may be too small to read. When another creature touches the sheet of paper, they can use their action to focus on it and visibly witness a perfect visual reproduction of what you could see, which blinds them to everything else for as long as they remain within it.

Kellia's Deceptive Mark

3rd-level Illusion spell (Skulker's Grimoire)

Casting Time 1 action

Range 30 feet

Components V, S

Duration Concentration, up to 1 minute

Choose one target within range. That creature must make a Wisdom saving throw or else be marked by this spell. For the duration, an invisible band appears over their eyes that only creatures who can see invisible objects are aware of, seeing it as a band of cloth wrapped around their head. Creatures marked by this spell cannot see you, treating you as if you were invisible.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, you can target one additional creature within range for every slot level above 3rd.

Magnesia's Smothering Voice

3rd-level Illusion spell (Skulker's Grimoire)

Casting Time 1 action

Range Self (20-foot-radius)

Components V

Duration Concentration, up to 1 minute

You speak a phrase commanding silence, which is understood by all creatures within 20 feet of you. All creatures within that range must make a Wisdom saving throw. On a failure, they lose the ability to understand any other creature or read any written language for the spell's duration except that which originates from you, and all other language seems like gibberish to them. They can still understand and produce their own words.

For the duration, you can speak telepathically to any creature under this effect as long as you are on the same plane.

At higher levels. When you cast this spell using a spell slot of 4th-level or higher, the spell's range doubles for every slot level above 3rd.



Miraculous Evasion

1st-level Abjuration spell (Skulker's Grimoire)

Casting Time 1 action

Range 30 feet

Components V, S, M a number of pearls equal to the level the spell is cast at, worth 50 gp each)

Duration 10 minutes

You target a number of creatures within range that you can see equal to the level of the level this spell is cast at. Those creatures gain 1 temporary hit point (this number cannot be changed by any effect) which remains until the spell ends. When any amount of damage would reduce their hit points while they have that temporary hit point, the creature rolls 1d100 plus your spellcasting ability. On a result of 51 or higher, the damage from that effect is reduced to 1 point, and their immunities, vulnerabilities, and resistances aren't considered. Otherwise, the damage is reduced to half (rounded down).

Nogistune's Negative Edge

9th-level Necromancy spell

Casting Time 1 bonus action

Range Self

Components V, S

Duration Concentration, up to 1 minute

You conjure a floating blade of pure necromantic force that connects directly to the negative energy plane, appearing either as a glaive or uchigatana, which remains in your possession for the spell's duration. When you cast the spell, you can make up to two melee spell attacks with it, each against a creature or object made of living material within 10 feet of you. On a hit, the target takes 4d12 necrotic damage. This attack scores a critical hit on an attack roll d20 result of 18 or higher, and on a critical hit it deals an extra 6d12 necrotic damage, which the target's maximum hit points are also reduced by half of (rounded down).

As a bonus action on your turn, you can make another two melee spell attacks with this weapon, or can throw it as a single ranged spell attack against a target within 60 feet, after which it returns to your hand.

Nogistune's Soulbound Vessel

8th-level Necromancy spell

Casting Time 1 reaction, taken when a creature dies or is reduced to 0 hit points within range.

Range 120 feet

Components V, S, M (a container lined with black diamonds worth at least 5000 gp)

Duration Instantaneous

The target must make a Charisma saving throw. On a failure, their soul is captured and sealed within the spell's material component, where it cannot escape unless you allow it to. The container cannot be destroyed by nonmagical means and is treated as having 30 AC, 150 hit points, immunity to nonmagical damage, and resistance to all damage except force damage. At the dawn of every day, it regains all lost hit points and will restore its physical integrity. It automatically succeeds all saving throws it makes and takes half damage from spell attacks. This spell cannot be ended by effects that negate magic or spells and is ignored by them.

The soul cannot be resurrected, reincarnated, or otherwise return to another plane or body as long as it is sealed in this container. It cannot be opened by another creature except you unless you permit it.

A creature that is in contact with the container can speak telepathically with the soul contained within.

The container cannot be used as the material component for this spell again unless emptied.

Orbs of Spelljamming

2nd-level Abjuration spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range Self

Components V, S, M (a collection of gemstones worth at least 10 gp each, and equal in number to the number of orbs you create, which the spell consumes)

Duration 10 minutes

You conjure four pristine orbs of clear ice, each invested with a small amount of magical energy that softly glows within it. For the duration, if you are targeted by a spell, you can expend a number of these orbs to absorb magical energy from the oncoming spell. This produces the following effects, applying them in this sequence:

- If a number of orbs equal to the level the spell was cast at can be expended, the target spell fails and those orbs are destroyed.
- If you don't have enough orbs to cancel the spell outright and if the spell was cast at a level higher than its base level, the first orbs consumed reduce the spell slot used by one slot level each until the slot is equal to the spell's base level.
- If the spell was not negated, is at base level, and would damage you, your remaining orbs are consumed and you roll 1d10 for each, then reduce the damage the spell deals to you by that amount. If this reduces the initial damage to 0, the spell has no further effect on you.
- If the spell was not negated, is at base level, and does not deal damage, each time you roll the save against it and fail then an orb is consumed. You then roll 1d20 and recalculate your save with the new result. This repeats until you succeed or run out of orbs.

At higher levels. When you cast this spell at 3rd-level or higher, it creates one additional orb for each slot level above 2nd.

Path to Victory

3rd-level Enchantment spell

Casting Time 1 action

Range Touch

Components V, S

Duration 1 minute

One creature you touch has its natural combat abilities amplified. For the spell's duration, when they take the Attack action they can make two attacks instead of one. If they already could make the number of attacks this spell would grant (such as by Extra Attack), their first weapon attack each turn has advantage instead.

At higher levels. When you cast this spell using a spell slot of 6th-level or higher, your target can make three attacks instead of one instead, and if they already could then they have advantage on all attacks they make.

Power Word Slow

7th-level Enchantment spell

Casting Time 1 action

Range 60 feet

Components V

Duration Instantaneous

Choose up to six creatures you can see within range to whom you speak a word of debilitation to. Those creatures must then make a Charisma saving throw, having their movement speed reduced to 10 feet on a failure with no other effect capable of raising it above this amount. Creatures who are affected repeat the saving throw at the end of each of their turns, ending the effect on a success.

At higher levels. When you cast this spell using a spell slot of 8th-level or higher, its effects change. If cast at 8th level it can target up to twelve targets, and if cast at 9th-level it can target any number of creatures you choose within 60 feet instead. Additionally, any creature with 100 or fewer remaining hit points fails their first save against it automatically.

Sea-Dweller's Aspect

2nd-level Transmutation spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range Self

Components S, M (a string of seashells)

Duration 1 hour

Your body is altered to be better suited to underwater activity. For the spell's duration you can breathe both air and water, can walk on the surface of water (but not other liquids), gain a swim speed of 60 feet, and suffer no penalties related to deep-sea temperatures, choppy or torrid water currents, or regular underwater combat penalties.

While submerged you gain darkvision out to 240 feet, and when you speak your voice is carried by the water to creatures within 60 feet of you. You can perform verbal components underwater without issue.

Snap Freeze

5th-level Evocation spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range 30 feet

Components V, S

Duration 1 minute

The body of one creature within range is shrouded in cold, freezing from the inside out to an extent that they may not be able to move. They must make a Constitution saving throw. On a failed save they take 7d10 + 10 cold damage and are restrained for 1 minute as their body locks up, or take half as much damage and aren't restrained on a success. Creatures immune to cold damage are not restrained.

A restrained target may attempt the saving throw at the end of each of their turns. Each time they take fire damage they may also attempt the save with advantage. Succeeding either save ends both effects early.

At higher levels. When you cast this spell at 6th-level or higher, you can choose one of the following effects for each slot level above 5th:

- You may target one additional creature within range.
- The spell's cold damage against its target(s) increases by 1d10.

Springmoon's Holy Shield

7th-level Abjuration spell (Skulker's Grimoire)

Casting Time 1 bonus action

Range Self

Components V, S, M

Duration Concentration, up to 1 minute

You produce the effects of a holy barrier which serves to protect you when attacked. You gain resistance to all damage for the spell's duration, and when you make a saving throw you may use your reaction to roll an additional d20 and choose which result you want to keep between your original roll and the new one. Only pure, breathable air can pass through the barrier, and it filters out all harmful gasses and liquids that you cannot normally breathe in.

System Flush

1st-level Abjuration spell

Casting Time 1 action

Range 30 feet

Components M (a healer's kit or item that restores hit points when used, which one use of is consumed)

Duration Instantaneous

Choose one creature within range who is suffering from the effects of being poisoned or diseased. One of those effects ends, including whatever other effects are causing that condition. The creature gains 1d8 temporary hit points, which they lose after 1 minute.

At higher levels. When you cast this spell at 2nd-level or higher, you can choose one of the following effects for each slot level above 1st:

- Choose one additional creature within range to target.
- One additional effect ends on the target(s).
- The creature gains an additional 1d8 temporary hit points.

Tamamo's Arrowfall

4th-level Conjuration spell (Skulker's Grimoire)

Casting Time 1 action

Range Self

Components V, S, M

Duration Concentration, up to 1 minute.

You conjure a series of bolts of energy which drift around you in a circular pattern. As a bonus action on each of your turns, you can command up to three clusters of these bolts to become a particular type of energy and fire them at a number of targets within 60 feet of you that you can see, each as an individual ranged spell attack. Multiple clusters can attack the same target in the same turn but remain as separate attacks. Each arrow cluster that hits deals 1d12 damage of its chosen energy type.

When you take the action to fire the clusters you must choose one of the following damage types, which all of the bolts assume: fire, lightning, cold, acid, or thunder. You can change the damage type each time you fire the clusters.

At higher levels. When you cast this spell using a spell slot of 5th-level or higher, you can fire one additional cluster each turn for each slot level above 4th.

SATSUMARU, ONE ITERATION OF ALTISSIMA-COR



Unveiling Gaze

3rd-level Divination spell (Nine Branch Arts)

Casting Time 1 action

Range Self (30 feet)

Components V

Duration Concentration, up to 10 minutes

Your eyes become discerning. For the spell's duration, you are aware if a creature is not assuming its true form when you look at them and they are within the spell's range (such as if they have polymorphed, shape changed, or used another feature to change their form), though you do not learn what their true form is.

At any time during this spell's effects, if you see a creature that is not assuming its true form you can use your bonus action to force it to make a Charisma saving throw. On a failure, this spell ends and the target is compelled to use their reaction to return to their true form, unless something is preventing them from doing so (such as a curse, or if the transformation was induced by a *wish* spell). If they succeed they are not compelled, and become aware that something attempted to force them to change their form.

Vampiric Mist

7th-level Necromancy spell (Altissima-Cor's Arcane Arts)

Casting Time 1 action

Range Self (20-foot-radius)

Components S

Duration Instantaneous

A cloud of frost appears in a 20-foot-radius centered on you, biting into all other creatures in this area. All creatures within that range must make a Constitution saving throw, taking 10d6 cold damage on a failed save, or half as much on a successful one. You absorb a fragment of the lifeforce of those creatures, regaining 2d12 hit points for each creature in range who fails their saving throw. This spell has no effect on undead or constructs.

Violent Pillar

5th-level Evocation spell (Nine Branch Arts)

Casting Time 1 action

Range 60 feet

Components S, M (a metal rod at least three feet long, or a spear, javelin or quarterstaff which the spell consumes)

Duration Concentration, up to 10 minutes

You hold the spell's material component aloft and send it hurling at a target you can see within range. That creature must succeed on a Strength saving throw or take 8d10 bludgeoning damage and be knocked back 15 feet, falling prone and ending the spell.

If there is a wall or solid surface within that 15 feet, they slam into it instead and the spear keeps them bound to that surface where they are restrained. They or another creature adjacent to them can attempt a Strength check against your spell save DC as an action to pull the spear free from them, ending the effect on a success.

This spell is only capable of restraining creatures up to one size category larger than you.

Volcanic Ash

5th-level Conjuration spell

Casting Time 1 action

Range 60 feet (20-foot-radius)

Components V, S, M

Duration Concentration, up to 1 minute

A cloud of hot volcanic ash spews forth from a point you choose within range, filling a 20-foot-radius sphere. This cloud of ash remains for the spell's duration. Any creature within the cloud when it appears must make a Constitution saving throw, taking 8d6 fire damage on a failed save or half as much on a successful one. Any creature that ends their turn within the cloud of ash or enters it for the first time on their turn must make this save again, and take the damage again depending on their result.

On your turn, you can move the center of the cloud of ash up to 30 feet as a bonus action.

Creatures that are not resistant to fire damage are blinded and cannot breathe when in the cloud of ash, and everything within it is heavily obscured. You are not blinded by your own cloud, and when you make a save against your own cloud of ash you take no damage on a success and half damage on a failure.

At higher levels. When casting this spell using a spell slot of 6th-level or higher, you can choose one of the following effects for each slot level above 5th:

- The spell's radius increases by 5 feet.
- The spell's fire damage increases by 1d6.

Vorpal Flames

3rd-level Conjuration spell (Nine Branch Arts)

Casting Time 1 bonus action

Range Self

Components V, S

Duration Concentration, up to 1 minute

You call upon flames to join together in the form of an uchigatana which solidifies in your hand. This magic uchigatana (greatsword) lasts until the spell ends. It counts as a martial melee weapon that you are proficient with, has the heavy and reach properties, gives off 20 feet of bright light and 20 feet of dim light beyond that, and deals 3d8 fire damage on a hit. You can drop the sword and make it vanish freely, and can recall it to your hand as a bonus action while the spell persists. When you attack with it you may use either your Strength or your spellcasting ability for its attack and damage rolls.

When this sword strikes a creature that is a Plant or Undead, it deals an extra 3d8 fire damage to them.

At higher levels. When you cast this spell using a spell slot of 5th-level or higher, your proficiency with this weapon increases. Using a slot of 5th-level or higher, you can make two attacks instead of one with it as part of an Attack action. At 7th-level or higher this increases to three instead of one. If cast using a 9th-level spell slot, this weapon scores a critical hit on a d20 result of 18, 19 or 20.

Writ Reappropriation

3rd-level Conjuraton spell

Casting Time 1 minute

Range 30 feet

Components V, S, M (a mythrill ring worth at least 1000 gp, which the spell consumes)

Duration Concentration, up to 1 hour

Target one magical item you can see within range. You write a description of that item, allowing you to recreate it and its effects in your possession. If you are wearing a piece of equipment that would share its space, the existing item is sent to a harmless demiplane until the spell ends, after which it is returned. You are treated as attuned to the item for the spell's duration if it requires it, and this attunement does not count against your regular limit of attuned items, nor can it be attuned to by another creature. You are considered proficient with the item while it is in your possession. When the spell ends, the item and its ongoing effects vanish.

The item you copy cannot activate any of its effects that require an action or bonus action, nor can it produce the effects of spells. The item must be a rare, uncommon, or common item.

At higher levels. When you cast this spell using a spell slot of 5th-level or higher, you can recreate a rarer item. When cast at 5th-level or higher it can recreate a very rare item. At 8th-level, it can recreate an item of legendary rarity.

Writ Recollection

1st-level Illusion spell

Casting Time 1 minute

Range 60 feet

Components S

Duration 1 hour

On a still surface within range, you create an animated 2d projection that has dimensions of 5 feet by 5 feet and glows lightly, allowing it to be seen in the dark. The projection does not have sound, but reflects your perspective from memory and shows what you saw in a 1-minute-long period of time within the last month. You can scrub through the visuals of the recollection: pausing it, slowing it down, and allowing it to play freely at will. Anything you were visually uncertain of and small details you might not have noticed may be inaccurate, blurred, or absent. This projection remains for the spell's duration or vanishes when you choose.

At higher levels. When you cast this spell using a spell slot of 2nd-level or higher, you can choose one of the following effects for each slot level above 1st:

- The dimensions of the projection double.
- The duration of the memory becomes 10 minutes, then at higher levels becomes 1 hour, then 12 hours, then 1 day.
- The spell's duration becomes 12 hours, then at higher levels becomes 1 day, then 1 week.
- The memory's auditory effects are included and can be heard by everyone within a range equal to twice the projection's dimensions.
- The memory can be drawn from up to 6 months ago, then at higher levels becomes 1 year, 5 years, 10 years, then any time during your life.

If this spell is cast using a 9th-level spell slot, you can alter the projection to show anything you'd like as if it were a memory, including the bonuses above from casting it at a heightened spell level. When modified this way it does not benefit from the details of your memory.

Updated Spell Lists

The following spells belong to the schools and levels listed.

Spell Levels & Schools

Name	School
Cantrips	
Literal Manifest	Illusion
1st Level	
Jackal's Luck	Divination
Miraculous Evasion	Transmutation
System Flush	Abjuration
Writ Recollection	Illusion
2nd Level	
Boomerang Weapon	Enchantment
Foxfire	Evocation
Hand of the Blackwind	Enchantment
Orbs of Spelljamming	Abjuration
Sea-Dweller's Aspect	Transmutation
3rd Level	
Agitated Pulse	Evocation
Disorienting Scatter	Conjuration
Free Meadow	Transmutation
Hold Attacker	Enchantment
Joyful Toxin	Transmutation
Kellia's Deceptive Mark	Illusion
Magnesia's Smothering Voice	Illusion
Path to Victory	Enchantment
Unveiling Gaze	Divination
Vorpall Flames	Conjuration
Writ Reappropriation	Conjuration
4th Level	
Entropic Shield	Abjuration
Flash Cure	Evocation
Tamamo's Arrowfall	Conjuration
5th Level	
Blessed Circle	Abjuration
Catastrophic Shield	Abjuration
Crashing Ice	Conjuration
Divine Frost	Enchantment
Elstrakin's Instant Bounty	Conjuration
Everest's Isolated Undoing	Abjuration
Snap Freeze	Evocation
Violent Pillar	Evocation
Volcanic Ash	Conjuration
6th Level	
Firesage Robe	Enchantment
7th Level	
Desperate Retreat	Conjuration
Divine Armor	Abjuration
Elstrakin's Loving Embrace	Illusion
Power Word Slow	Enchantment
Springmoon's Holy Shield	Abjuration
Vampiric Mist	Necromancy

Name	School
8th Level	
Frigid Banishment	Abjuration
Nogistune's Soulbound Vessel	Necromancy
9th Level	
Dire Restraints	Conjuration
Nogistune's Negative Edge	Necromancy

Bard Spells

Boomerang Weapon
Disorienting Scatter
Divine Frost
Elstrakin's Instant Bounty
Elstrakin's Loving Embrace
Everest's Isolated Undoing
Hold Attacker
Jackal's Luck
Magnesia's Smothering Voice
Miraculous Evasion
Orbs of Spelljamming
Path to Victory
Power Word Slow
Tamamo's Arrowfall
Vorpal Flames

Cleric Spells

Blessed Circle
Divine Frost
Elstrakin's Instant Bounty
Entropic Shield
Flash Cure
Foxfire
Miraculous Evasion
Snap Freeze
Springmoon's Holy Shield
System Flush
Unveiling Gaze

Druid Spells

Agitated Pulse
Blessed Circle
Crashing Ice
Desperate Retreat
Dire Restraints
Divine Armor
Elstrakin's Instant Bounty
Elstrakin's Loving Embrace
Firesage Robe
Flash Cure
Free Meadow
Hand of the Blackwind
Jackal's Luck
Joyful Toxin

Kellia's Deceptive Mark
Nogistune's Negative Edge
Sea-Dweller's Aspect
System Flush
Tamamo's Arrowfall
Vampiric Mist
Violent Pillar
Volcanic Ash

Inscription Spells

Boomerang Weapon
Desperate Retreat
Disorienting Scatter
Divine Frost
Entropic Shield
Everest's Isolated Undoing
Firesage Robe
Free Meadow
Frigid Banishment
Hand of the Blackwind
Hold Attacker
Literal Manifest
Kellia's Deceptive Mark
Nogistune's Negative Edge
Path to Victory
Violent Pillar
Vorpal Flames
Writ Reappropriation
Writ Recollection

Paladin Spells

Boomerang Weapon
Divine Frost
Foxfire
Jackal's Luck
Orbs of Spelljamming
Path to Victory
System Flush

Petal Knight Spells

Agitated Pulse
Boomerang Weapon
Catastrophic Shield
Crashing Ice
Disorienting Scatter
Divine Frost
Entropic Shield
Foxfire
Free Meadow
Hand of the Blackwind
Hold Attacker
Joyful Toxin
Magnesia's Smothering Voice

Miraculous Evasion
Tamamo's Arrowfall
Unveiling Gaze
Vorpal Flames

Ranger Spells

Agitated Pulse
Blessed Circle
Boomerang Weapon
Elstrakin's Instant Bounty
Foxfire
Free Meadow
Hold Attacker
Jackal's Luck
Joyful Toxin
Kellia's Deceptive Mark
Magnesia's Smothering Voice
Sea-Dweller's Aspect
System Flush
Unveiling Gaze

Sorcerer Spells

Catastrophic Shield
Crashing Ice
Desperate Retreat
Dire Restraints
Divine Armor
Divine Frost
Entropic Shield
Frigid Banishment
Hand of the Blackwind
Magnesia's Smothering Voice
Nogistune's Negative Edge
Nogistune's Soulbound Vessel
Orbs of Spelljamming
Power Word Slow
Sea-Dweller's Aspect
Snap Freeze
Tamamo's Arrowfall
Vampiric Mist
Violent Pillar
Volcanic Ash
Vorpal Flames

Warlock Spells

Agitated Pulse
Crashing Ice
Desperate Retreat
Dire Restraints
Divine Armor
Divine Frost
Elstrakin's Loving Embrace
Firesage Robe
Foxfire
Frigid Banishment
Hand of the Blackwind
Hold Attacker
Kellia's Deceptive Mark
Nogistune's Negative Edge
Nogistune's Soulbound Vessel
Springmoon's Holy Shield
Tamamo's Arrowfall
Vampiric Mist
Violent Pillar
Vorpal Flames

Wizard Spells

Boomerang Weapon
Catastrophic Shield
Disorienting Scatter
Divine Frost
Elstrakin's Loving Embrace
Entropic Shield
Everest's Isolated Undoing
Foxfire
Literal Manifest
Magnesia's Smothering Voice
Nogistune's Soulbound Vessel
Orbs of Spelljamming
Path to Victory
Power Word Slow
Snap Freeze
Volcanic Ash



DUNGEON MASTER'S TOOLS

THE FOLLOWING SECTION CONTAINS TOOLS, INFORMATION, AND DEVICES YOU MAY CONSIDER IMPLEMENTING IN YOUR GAME AS A Dungeon Master. If you plan to incorporate this content into your games, you may wish to read the following sections and decide what is appropriate for your players to read, just as you would for the corresponding sections of the Dungeon Master's handbook. The sections contained within are:

Plot Hooks. Suggestions for character and campaign hooks that may inspire thought or give context to your Kits'adria-influenced game.

Divine Blessings. Blessings that may be given to creatures, PC or otherwise, by entities such as Luxus, Kitsune, the First to Skulk, or other individuals related to the divine hierarchy of Kits'adrian culture.

Magical & Wondrous Items. Items, magical and otherwise, that have unique and exciting effects.

Artifacts. Ancient, unique items related to Kits'adrian culture, including Kits'adrian constellequaries and weapons and equipment of some of the First to Skulk.

Creature Compendium. A collection of creatures you might find in games related to Kits'adria, Luxus, Kitsune, or the culture surrounding them. They can be used out of context for other purposes as well. Has both particular individuals and general ones.

Racial Templates. Templates included that can allow you to apply the Kits'adria subraces to any humanoid stat block.

PLOT HOOKS

IF RUNNING A CAMPAIGN FOCUSED ON KITS'ADRIA OR including them, you might draw inspiration from some Kits'adria-centric campaign arcs. This book provides lore regarding the First to Skulk, Nogistune, Luxus, etc, as well as stat blocks related to them and many creatures tied to them. You can use some of the following general ideas for a Kits'adria (or a campaign as a whole).

Blackwind Acolytes

In the area local to the adventurers, Blackwind monks are seen recruiting people to take back to Samaru's temple in the Shadowfell. Their activities become hostile or are related to other ongoing activities the party is already looking into. The Blackwind acolytes are motivated by the promise of new followers or resources and work on behalf of another group.

Call to the Temple

An adopted/lone Kits'adria finds that an object they had held onto all their life, a small wooden amulet, speaks to them and tells them to seek out the Deep Pause and rediscover their heritage. The voice is Elstrakin, inviting them to the temple to tell them about their lost family and testing them to set them on a path to a greater purpose. The amulet acts as a magic compass that leads them to a Deep Pause Guardian that has been long dormant, and once the amulet is placed within it, the Guardian guides them (at Elstrakin's command) toward the temple itself.

Cleric of Springmoon

A paladin or cleric associated with the temple of Springmoon has an elder member who shares with them stories of their namesake and their fall at the hands of Samaru and Nogistune. They seek greater truth about their fallen ancestors and, in the process, become aware of a plot to raise a force to attack the Deep Pause, as Samaru has long since wished to steal the Foxfire Hide hidden within.

Fox Town

The party encounters a forest town centered around a very large tree that greatly outgrew all other trees surrounding it. The town seems empty, except for dozens of foxes that keep their distance but watch them. At the party explores, the town is attacked by something, and if the party helps dispatch it, the foxes reveal what they are and openly interact with the outsiders. Otherwise, they secretly try to steal from and harass the party to get them to leave.

Incarnation of the Lost

Years into the young Kits'adria's life, they begin having nightmares about a chamber of poison miasma and a Kits'adrian woman tormenting them, killing them repeatedly and consuming their essence. Seeking guidance on these nightmares, they are revealed to be the echoes of memories from Springmoon and their torment as Nogistune learned to consume the essence of their siblings.

The Kits'adria come to realize that they have come to inherit the memories of Springmoon through an incomplete reincarnation of his consumed soul, as only his memories and grief could pass on. These nightmares cause the Kits'adria to seek a way to get justice for Springmoon, and the fear of what would happen if this incomplete version of the singeing reached its end causes them to seek help from the divine, trying to find a means to commune with Kitsune.

Loner in Need

The party has received a distress call from Kyuubi or someone acting on their behalf. This distress call might be meant for them or for anyone who would listen. A loner among her kin, Kyuubi has gotten herself in trouble and needs aid to free herself from a situation, such as being trapped in a dungeon, magic demiplane, or needs someone to open a path back from the Shadowfell which had been closed behind her. In aiding her, they become involved with whatever she was investigating, and she may be coerced to rely on them to aid her (though she would do so begrudgingly).

Mistaken Misidentity

A Kits'adrian player character was in the wrong place at the wrong time. A known shapeshifter, they were blamed for a crime committed by another shapeshifter (perhaps a doppelganger). While they flee from the authorities, they need to clear their name. As an extra twist, the criminal shapeshifter may have intentionally pretended to use the Kits'adria's humanoid form as their own "true form," showing they have some knowledge and connection to the Kits'adria.

Saved by Magnesia

If ever they are lost at sea or suffer a sea-faring disaster, the party might be found and rescued by the at-the-time unknown crew of the Tides of Conquest, including Magnesia, who are more than happy to welcome them aboard and hear about their plight. Unless directly involved, they agree to take them to the nearest port, and while they are with this motley crew, they encounter one or two critical, exciting sea-faring adventures. Though not necessarily granting an initial hook, their familiarity with Magnesia may play a critical role later in a campaign.

Student of the Attendance

As a scholar of the Mirror Attendance, you become aware of the return of the organization's founder: Tamamo no Mae. As they return to their role as archmage, they use their influence to twist its most powerful members over to their hidden, dark desires. Tamamo no Mae's role as a sukoshin daiyokai becomes the campaign's focus. Eventually earning her attention and ire, the adventure becomes an effort to survive discovery by her and find the means to defeat her and free the Attendance from her influence.

Alternatively, a player may be related to a member of the Attendance, and their loved one may have fallen under their control. The player's mission may be to seek out their loved one and discover why they have dropped contact, and in visiting the Attendance's facilities, they find Tamamo no Mae's influence where it once was not present, and saving their loved one from her becomes their goal.

Walder Infestation

A town is being attacked in the night by mysterious assailants, initially considered vampires or undead. Upon investigation, they find it is pause walders who are draining locals of blood and taking their yield back to a hive to feed it to a growing walder troll. The troll threatens the local community and is dangerously close to awaking and going on a rampage.

DIVINE BLESSINGS

THE GODS OFTEN GRANT BLESSINGS TO THOSE WHO complete missions and trials for them. Luxus, Kitsune, and even Elstrakin are capable of granting blessings of the same nature. If you ever wish to, you can offer the following blessings to those who perform services for these divine beings.

Gift of Bright Sight

The blessed creature gains darkvision out to 60 feet. If they already had darkvision, the range increases by 60 feet instead.

Gift of Delicate Appetites

The blessed creature cannot be poisoned and can consume spoiled or poisonous food as if it were in edible condition.

Gift of Divine Experience

The blessed creature gains one extra use of one of the following class features, as the GM feels appropriate, which they regain alongside their other uses:

- **Barbarian** - Rage
- **Bard** - Bardic Inspiration
- **Cleric/Paladin** - Channel Divinity
- **Druid** - Wild Shape
- **Fighter** - Action Surge
- **Inscription** - Consultation
- **Magus** - Ether Points (equal to proficiency bonus)
- **Monk** - Ki Points (equal to proficiency bonus)
- **Petal Knight** - Virtuous Flora
- **Ranger** - Highest level Ranger spell slot
- **Rogue** - Sneak Attack (one extra per turn)
- **Sorcerer** - Sorcery Points (equal to proficiency bonus)
- **Sword Saint** - Focus Points (equal to proficiency bonus)
- **Warlock** - Pact Spell Slot
- **Wizard** - Spell Slot (level equal to proficiency bonus)

Gift of Divine Property

When the blessed creature makes a saving throw they do not have proficiency in, they add half their proficiency bonus to the result (unless they would already do so).

Gift of Eidolic Enervation

The blessed creature can invoke the blessing once as a bonus action. When they do, they regain half their total hit points (rounded up), and for 1 minute, they have advantage on all attack rolls, saving throws, and ability checks they make (even if they would otherwise have disadvantage). Each time they would be reduced to 0 hit points by damage during this period, they make a Charisma saving throw (the DC being equal to 10 + whatever damage would have exceeded their hit points from the triggering attack or effect). On a success, the damage is ignored instead.

Gift of Growth

The blessed creature's maximum hit points are increased by the maximum result of one of their largest hit dice.

Gift of Gold Alloy

When the blessed creature scores a critical hit on any weapon attack, they deal an extra 2d10 radiant damage in addition to the weapon damage.

Gift of the Jade Mirror

When the blessed creature is targeted by a spell that requires a saving throw, and they succeed against it, they are ignored entirely by its resulting damage and effects.

Gift of Luxus' Swiftess

The blessed creature can cast *haste*, targeting only themselves, as a bonus action. They can do so once per long rest. When they cast *haste* this way, they do not need to concentrate on the spell, and when it ends, they do not suffer from a round of exhaustion.

Gift of Nine Branches

The blessed creature is granted the ability to cast any of the spells from the *Nine Branch Arts* spell group. They can use this blessing once per long rest, using their Charisma as their spellcasting ability, or their regular spellcasting ability if they have a spellcasting or pact magic feature.

Gift of the Progenitor

The blessed creature gains one racial trait from a Kits'adria subrace, except for ones that increase their Ability scores.

Gift of Rapid Steps

The blessed creature's base movement speed increases by 10 feet. Once per short or long rest, they can use their bonus action to double their base movement speed for 1 minute.

Gift of Restoration

The blessed creature can cast the *greater restoration* a number of times equal to their proficiency bonus (at the time of the blessing), requiring no components or spell slots.

Gift of Safe Return

When the blessed creature is killed, they are reduced to a number of hit points equal to 1d10 + their total level instead, then this blessing vanishes. If the means of their death destroyed or damaged their body, that damage is undone, and they are restored in full health with their body fully intact (as it was the last time they finished a long rest).

Gift of the Skulker

This blessing can be gained multiple times (once for each member of the First to Skulk), but only once per year by a given member of the First to Skulk. When a member of the First to Skulk grants this blessing to a creature, that creature is granted the ability to cast the spell from the *Skulker's Grimoire* that matches their name. They can cast this spell a number of times equal to half their proficiency bonus (rounded down), regaining spent uses upon completion of a long rest. Their spellcasting ability for the spell is Charisma unless they have the spellcasting or pact spellcasting feature, in which case they can use their regular spellcasting ability (and can also cast the spell using regular spell slots of the appropriate level).

Gift of Tree Stride

Once per long rest, the blessed creature can cast *tree stride*, requiring no components or spell slots.

Gift of the Wild Eye

When the blessed creature would be surprised in combat, they act normally instead, taking their first turn as they normally would. Features that target surprised creatures cannot target them.



SCANDAL SEAGRINNE
DISGUISED AS A HUMAN

Magical & Wondrous Items

The following items are ones that turn the head and possess either magical or wondrous qualities.

100 Fold Weapon

Weapon (any slashing weapon), rare (requires attunement)

This weapon has a +1 bonus to attack and damage rolls and is counted as magical for the purposes of overcoming damage resistances. When a creature scores a critical hit using it, the masterfully sharpened edge of this weapon causes the target to take an additional 2d10 slashing damage. If this weapon strikes a creature who is resistant to slashing damage, they are treated as if they were not, and if they were immune they take half as much damage instead of none.

Armor of Adaptive Resistance

Armor (any), legendary (requires attunement)

This magic armor grants a +1 bonus to its wearer's armor class. When a creature wearing this armor takes damage, they can use their reaction to grant themselves additional protection against that type of damage. If they were not resistant, they become resistant to that damage type while wearing this armor. If they are resistant (including by the effects of this armor), they become immune to it. This reaction can be used twice.

This armor's uses and resistances reset each dawn.

Assassin's Teapot

Adventuring gear (teapot), uncommon

This unique teapot is constructed with two chambers inside (both of which lead to the same spout) and two small air holes near the handle. Covering one or both of the air holes with one's thumb while pouring allows the user to control which of the chambers is poured out or if both are poured together. By doing so, a creature can seemingly pour two different substances from the same pot or mix the two substances without drawing attention to it. This allows for mixing poisons or other liquids into one drink, while pouring the next entirely safely.

When using the pot around suspicious company, you must make a Dexterity (Sleight of Hand) check against the passive Perception of those who might be watching your actions. If such a check is called for and no one suspecting foul play is watching, you have advantage on this check instead. In company not paying attention, no check is required.

Band of Arcane Unraveling

Wondrous item (bracelet), very rare (requires attunement)

This bracelet has six charges, which it regains each dawn. When a creature attempts to hit its wearer with a weapon attack from within 60 feet and the attacker is benefiting from the effects of one or more spells, the wearer may use their reaction and spend at least one charge to target the attacker with the effects of *dispel magic*, targeting every magical effect on the creature simultaneously. If they must roll a spellcasting ability check against these effects, they roll a +3 if one charge is used, increased by +1 for every two additional charges used.

When using this reaction, the equipped creature can use more than one charge. If they do, the spell level *dispel magic* is cast at increases by one for each extra charge.

Belt of Wriggling

Wondrous item (belt), rare

This belt has 3 charges, which it regains 1d4-1 of each dawn. While another creature is grappling a creature wearing this belt, they can use their reaction and spend 1 charge to wriggle free automatically, ending the grapple. Their body briefly alters by magical means to escape. For each size category the grappling creature is larger than you, this consumes 1 extra charge per use.

Blessed Scabbard

Wondrous item (scabbard), rare

This scabbard transforms to fit any bladed weapon inserted into it. When a weapon is stored for at least 8 consecutive hours within it, the weapon is cleaned and polished, and if it is nonmagical it is returned to perfect condition (unless it was entirely unusable or completely broken).

When you draw a weapon from it that has been within for at least 1 continuous hour you may activate the scabbard as a bonus action, granting attack and damage rolls made with that weapon a +1 bonus, and it is considered magical for 10 minutes. Once used, the scabbard cannot be used again until the following dawn.

Box of Endless Lunch

Wondrous item (ration box), rare

Two iron latches seal this wooden box. When opened, it contains enough dried tasteless rations (not water) for up to fifteen medium-sized creatures to eat their fill for 1 day. All food taken from it and not consumed disappears the following dawn, at which point the box is replenished.

Crescent Scimitar

Weapon (scimitar), uncommon

The crescent scimitar has a blade that curves down and over the hand and is made of particularly thick metal. While wielding it, a creature gains a +1 bonus to their armor class and is treated as wielding a shield, or a +2 bonus if they are dual wielding crescent scimitars. If another shield or shield-like weapon would grant a greater bonus to the wielder's armor class, that bonus overtakes this one.

Fang of the Serpent

Wondrous item (fang), rare (requires attunement)

This fang can be placed in an empty slot in a creature's jaw, and when they attune to it, the fang adheres to their bone. Once attuned, it can only be removed if they are dead or if remove curse is cast on it. A creature attuned to this fang can use its bonus action to make a bite against a creature within 5 feet of them. This attack uses their Strength, and they are considered proficient in it. It deals 1d6 poison damage multiplied by half their proficiency bonus (rounded down) on a hit.

On critical hit, the target is poisoned for 1 hour, and makes a DC 14 Constitution saving throw at the end of each of their turns, ending the effect on a success.

While this fang is in a creature's jaw, they can taste the presence of poisons in their food and drink and can spit them out harmlessly before they take effect. Poisons the creature expects, like alcohol, do not trigger this reaction.

Four-Seal Jewel

Wondrous item (black jewel), legendary (requires attunement by a spellcaster)

This jewel symbolizes misfortune: a failed experiment to create the perfect spell focus by Tamamo no Mae. It contains the echo of feuding souls of a hoard of yokai and a holy cleric who stood against them in an age long past. When identified, it appears as if it were a spellcasting focus for divine spellcasters that grants a +2 bonus to spell attacks and their spell save DC.

The jewel has 4 charges, which it cannot regain under any conditions. A creature attuned to it can use its action to spend a charge and cast any spell on any spell list they have access to, requiring no components (including material components with a cost). These spells must be 5th level or lower and have a casting time of 1 action or 1 bonus action, and when casting them, they gain a +2 bonus to your spell attacks and spell save DC.

Once the final charge has been used, the jewel becomes a spell component worth 500 gp, which can be used in place of any other spell component with an equal or combined value equal to the jewel. Once used as a component, it cannot be used this way again until the following dawn, and being used as a component does not require attunement.

Curse. This curse cannot be detected via the *identify* spell. Creatures attuned to it cannot willingly unattune from it or let it leave their possession. If a creature attuned to it uses its final charge, that attunement slot is considered occupied until the curse is broken, even if another creature attunes to it. If the creature spends a long rest separated from it they can make a DC 20 Charisma saving throw, breaking the curse on a success.

A creature who attunes to this jewel gains this madness: "I have been chosen by the jewel. It will grant whatever wish I desire, so long as I protect it."

Potion of Cleansing

Potion, rare

A creature who drinks this potion immediately recovers from any effect causing them to be stunned, paralyzed, poisoned, or taking ongoing poison damage as long as those effects would naturally conclude in less than an hour. If one or more of these effects are successfully removed, the creature regains 3d10 + 6 hit points.

Potion of Miracles

Potion, very rare

A creature who drinks this potion gains a moment of luck as though by the spell *jackal's luck*, which disappears after 1 minute.

Ring of Barriers

Wondrous item (ring), rare (requires attunement)

This ring has 3 charges, which are restored each dawn. While attuned to it, you can spend a charge as a reaction to an attack targeting you. A honeycomb-patterned barrier grants you a +5 bonus to your AC against that attack; then until the start of your next turn, you gain one of the following benefits (your choice):

- The next melee attack made against you has disadvantage.
- The next ranged attack made against you has disadvantage.
- You have advantage on the next save you make.

Rod of Sliding

Wondrous item (rod), rare (requires attunement by a spellcaster)

This collapsable rod has several rotating segments that rotate around a central shaft. The rod has 8 charges and regains 1d6+2 of them each dawn.

A creature attuned to it can use an action to expend any number of charges (minimum 2) to activate it, causing an invisible claw of force to assault a creature you choose within 50 feet. The creature must make a DC 16 Strength saving throw. On a failure, they are pushed 5 feet per charge in any direction you choose.

If you choose to spend twice as many charges as you invest into the distance the creature is pushed, they are also restrained until the start of your next turn.

When the last charge of this rod is used, roll 1d6. On a result of 1 the rod permanently becomes a nonmagical rod with no effects.

Sanctuary Pot

Wondrous item, rare

This large cast iron pot can boil up to five liters of water or any other liquid, purifying it and removing anything that would be dangerous for the creature boiling it. If a substance that is poisoned or unsafe to drink is poured into it, the pot will begin to boil immediately without any need for heat and will die down when it is safe. It requires 10 minutes to boil poisons, diseases, and impurities out of whatever is within the mixture. Food dropped into the liquid inside the pot will also be boiled, removing rot, disease, and poison from it.

Stillweave

Weapon (dagger), very rare (requires attunement)

This magical dagger grants a +1 bonus to attack and damage rolls. When it hits a creature, its wielder can use their bonus action to activate it and cause the blade to start producing webs. The target must succeed on a DC 14 Strength saving throw or be partially covered, lose 5 feet of their movement speeds, and suffer a -1 penalty to attack rolls. This effect can stack on a creature up to five times, lowering their movement speed and attack rolls with each iteration. Creatures that are large or bigger have advantage on their save.

A creature bound by these webs can use their action to try to rip them off as a DC 14 Strength check, ending all iterations of this effect on a success.

Tangleshot Weapon

Weapon (any ranged weapon), very rare (requires attunement)

This magic weapon grants a +2 bonus to attack and damage rolls made with it. When a creature attuned to it makes an attack that hits its target, it can declare it to be an entangling shot. Instead of dealing damage, the target must succeed on a DC 17 Strength saving throw as tight vines coil around them. On a failure, they are restrained for 1 hour, or until they use an action on their turn to make and succeed on a DC 17 Strength check, breaking the branches and vines. Each time they attempt this check, they take 2d8 piercing damage from thorns and vines on the branches.

You can declare an *entangling shot* up to three times. The weapon regains spent uses each dawn.

Wayfinding Charm

Wondrous item, uncommon

This small wooden charm has the image of a fox carved into it. A creature can use its action to hold it tightly, reaching out to any prophet of Luxus or another servant of the Deep Pause given the authority to be communicated with by the prophet. If any who might be reached accepts this communication, they can cause the charm to act like a compass that points the user either to the Deep Pause temple or to themselves. Once granted this ability, placing it on a surface it can float in (like water) or hanging it from a string loosely causes the fox to point in the correct direction.

Artifacts

Items on the following page are one-of-a-kind, effectively indestructible, and tied to ancient figures of legend.

Book of Deception and Thievery

Wondrous item, artifact (requires attunement by a rogue)

This ancient tome was written by Luxus during her time in the mortal world, and is a comprehensive document regarding how to best serve as a rogue, thief and assassin. It is considered her memoirs to many, and there are fables that the final period written into its pages was done so at the moment she was elevated to the status of an Eidolic deity, granting the book its divine power.

The book's appearance is somewhat unassuming: it appears to be a leather-bound journal with a paw print on its cover. The pages seem worn and damaged, though in truth they are in perfectly pristine condition. Many great masterminds and thieves have told stories about the book simply appearing among their belongings, blending in with other collections of notes and journals for years until they eventually discovered its true worth.

Rogues and assassins who find themselves reading its pages will find plenty of guides to performing their craft, including striking vital points more efficiently, a comprehensive documentation on traps and locks, and how best to hold one's body and move with intention at all times.

Written in Code. In order to understand this document, a creature must be able to understand Thieves Cant naturally. Those who have it explained to them, break the code using magic, or otherwise don't know how to naturally see the codes and ciphers the book is written in will be unable to comprehend it, and so cannot attune to it.

Destroying the Book. If a creature attempts to destroy the Book of Deception and Thievery, they will find that the moment they intend it harm, it will unleash a cloud of suffocating smoke. When the smoke clears, the book will have disappeared and will reappear elsewhere in 1d10 years.

Attunement. You must spend at least a full 32 hours reading the book to attune to it, which must be taken over a period of five days or you must start over. When attuned to the book, you gain the following benefits:

Increased Dexterity. After you spend enough time reading the book to become attuned to it, your Dexterity score increases by 2, to a maximum of 24. You can't gain this benefit from the book more than once, and only one creature can gain this benefit from the book every year.

Deft Attacker. When you take the Attack action, you can make three attacks instead of one as long as all those attacks are made with weapons that qualify for your sneak attack feature. Furthermore, if you have expended your sneak attack damage this turn, you can use it again on attacks that would qualify for it, but only deal 3d6 extra damage instead of your full amount.

Lockpick Master. When you make an ability check using thieves' tools to attempt to pick a lock or disarm a trap and your d20 result is less than 15, you can choose to treat that result as a 15 instead. You never accidentally set off traps related to lockpicking or permanently damage locks when you fail to pick them.

Burning Fox Hide

Armor (light armor), artifact (requires attunement)

The armor of Kitsune's humanoid form. It is infused with her elemental essence, granting any who wear it that power. It burns hotter when yokai, monstrosities, and elementals draw near. Creatures who attune to it can assume a form similar to Kitsune's elemental fox form, briefly granting them the strength to wield large weapons with ease.

This armor is sometimes used by the First to Skulk, but they consider wearing it to be an insult to Kitsune's station above them. Due to this, it is often sealed away and hidden by them in one of many places. On some occasions it has been stored on the Tides of Conquest, and in others has been hidden in the Deep Pause. The daiyokai Samaru has made several attempts to find and steal it, having given up his loyalty to Kitsune and knowing the benefits of the armor's legendary properties.

This magical studded leather armor grants a +3 bonus to its wearer's armor class.

Primordial Form. As a bonus action you can assume a shroud of primordial elemental energy which remains on your body for 1 minute. During this time you are resistant to all damage, and gain a fly (hover) speed equal to your base movement speed. While in this form, any fire, lightning, acid, poison, cold, and thunder damage you deal ignores its target's resistances, and treats immunity as resistance instead. Once you use this Primordial Form, you cannot do so again until dawn seven days later.

Enduring Spirit. When you are reduced to 0 hit points or killed outright, you instead take no damage/are not killed, and your body turns to flames, exploding in a 20-foot-radius sphere centered on you. All creatures you choose within that range must make a DC 18 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much on a successful one. You then reappear in an unoccupied space you choose within 30 feet and cannot use this feature again until the next dawn.

Foxfire Immunity. While attuned to this armor you are immune to fire and psychic damage.

Wielder of Great Weapons. Weapons you wield have their properties slightly altered, making them lighter. When you wield a weapon that doesn't have the heavy or two-handed property, you can treat it as if it had the finesse and light properties. If it does have the heavy or two-handed property you can treat it as having the finesse property, though it remains two-handed. When in this armor's Primordial Form you can wield heavy/two-handed weapons with one hand, and they are treated as having the light property.

Deus Yankovic

Armor (studded leather, major eidolic constellequary of Luxus), artifact (requires attunement by a rogue or bard)

This armor consists of a long tunic reinforced with padding and a hood. Metal composite plates line the shoulders, and cape covers one arm as a means to harken back to Luxus' legacy as a rebel.

As a constellequary, the armor has several stages of evolution. Those stages, their major cosmetic changes and their features are as follows:

Dormant

While attuned to this armor you are resistant to poison damage. It otherwise functions as studded leather armor.

Restored

Leather vambraces appear with snug gloves. Kunzite gemstones appear, fitted into the design in various places like studs. It gains the following changes:

- Wearing this armor grants a +1 bonus to your armor class.
- You can cast *alter self* at will.
- Twice per long rest you can declare a *doppelganger tactic* as a response to an attack or effect that targets only you.

Doppelganger Tactic. When you are targeted by an attack or effect that targets only you, you may use your reaction to cause the appearances of all those around you to shift and swap around momentarily. The creature targeting you must roll a DC 15 Wisdom Saving Throw. If they fail you can choose another creature within 30 feet of you and that creature becomes the new target. Whether they fail or succeed, after the attack resolves you become invisible for 1 minute as though you had cast the *invisibility* spell, but you don't need to concentrate on it and it does not count as a magic effect.

Awakened

This form gains the following changes:

- You cannot be poisoned while wearing this armor.
- Once per short or long rest you can cast *greater invisibility*, requiring no spell slot or components.
- You may declare a *vanish step* three times per short or long rest when you take movement.
- Doppelganger tactic's DC becomes 16 and you can use it three times per long rest.

Vanish Step. When moving, you disappear and reappear in your target location as a ghostly image. You do not provoke opportunity attacks while moving this way.

Resplendent

The kunzite gemstones on this armor glow when it is in use, and it has a pale pink reflective sheen. This form gains the following changes:

- This armor's bonus to AC becomes +2.
- You are immune to poison damage.
- You may use *doppelganger tactic* four times per long rest, and its DC becomes 18.
- You can declare a use of *vanish step* at any time when moving.

Nine-Branch Uchigatana

Weapon (greatsword, lesser constellequary), artifact (requires attunement)

This blade was forged out of red jade and belonged to the first eidolos, Kitsune. It is imbued with the power of flames and grants protection to whomever wields it. The weapon is rumored to remain in one of two locations: deep within the forests of Cu Chullis, where it remains pierced into an ancient living tree that defends it, or within the deepest chamber of the Deep Pause, waiting to be given to whomever Elstrakin deems worthy of using it.

The Nine-Branch Uchigatana is a magical greatsword that grants a +1 bonus to attack and damage rolls made with it.

Awakening Properties. This weapon will only awaken when attuned to a chaotic or neutral creature, and only when it is used to: defeat a powerful elemental or monstrosity (CR 15 or higher), perform a great act of heroism that benefits the natural order, or an act befitting Kitsune's sword is performed. It may awaken temporarily when performing such an act, but will not stay permanently awakened until the task is complete. When it becomes awakened, it undergoes the following changes:

- Weapon attacks using it deal 2d8 fire damage on a hit.
- It can hold up to twelve foxfire charges instead of eight.
- Its bonus to attack and damage rolls becomes +2.
- Its Foxfire Spellcasting DC becomes 19, and extra charges can be used when casting spells from that feature. For every extra charge used, the spell's level increases by 1.
- When the weapon regains Foxfire Charges, it regains 1d8 + 1 instead of 1d4 + 1.
- This weapon's damage and damage caused by its features is eidolic.

Foxfire Charges. This weapon has eight charges, which can be used to cast the spells listed under its Foxfire Spellcasting feature, requiring no spell slot or material components. The weapon regains 1d4 + 1 charges each dawn. When you use the final charge, roll 1d6. On a result of 6 it regains 1d4 + 1 charges immediately.

Foxfire Spellcasting. The following spells can be cast using Foxfire Charges. They have a save DC of 17.

- Blessed Circle (2 charges)
- Catastrophic Shield (1 charge)
- Desperate Retreat (2 charges)
- Disorienting Scatter (2 charges)
- Firesage Robe (3 charges)
- Unveiling Gaze (1 charge)
- Violent Pillar (1 charge)
- Vorpal Flames (1 charges)

Strength Increase. While you are attuned to this weapon your Strength score increases by 2, to a maximum of 24.

Wheel of Heaven's Flame. At the cost of 9 of the weapon's foxfire charges, the weapon invokes Kitsune's cosmic shard as an action. A spinning wheel of flame and light made of intricate interconnecting runic patterns appears centered on a space you can see within 240 feet. All creatures in a 30-foot-radius, 60-foot-high cylinder centered there must make a DC 21 Dexterity saving throw, taking 30 (10d6) fire damage plus 30 (10d6) radiant damage on a failed save, or half as much on a successful one.

When you use this feature, roll 1d10. On a result of 10, you regain 1d6 + 1 Foxfire Charges immediately. On a result of 1, you are burned by the weapon, taking the same fire damage dealt as if you had failed the saving throw.

Primal Kunzite of Luxus

Wondrous item (primal gemstone of Luxus), artifact (requires attunement)

The primal gemstone of Luxus: a pink kunzite with a light embering glow within. So long as this gemstone - infused with the faintest sliver of Luxus' soul - exists in the Material Plane, Luxus can manifest her aspects beyond the Divine Curtain.

Attunement. A creature attempting to attune to this kunzite must attempt a DC 18 Charisma saving throw. On a success, they attune to it successfully. If they fail, they cannot attempt to do so again until the next dawn, and their Charisma score is reduced by 1d4+1. They regain 1 lost point of Charisma each time they complete a long rest, or when a 6th-level or higher spell that can remove curses is cast on it.

A chaotic evil or lawful good creature cannot attune to this gemstone, nor can a creature who has attuned to another Eidolon's gemstone or constellequaries. Conversely, if a creature is attuned to one or more of Luxus' constellequaries, all of their artifacts and this gemstone collectively count as one item for the purposes of attunement limits.

Armor Bonus. While attuned to this item and wearing light armor or no armor, you gain a bonus to your armor class equal to half your proficiency bonus (rounded down)

Avoidance. While you are attuned to this gemstone, when you make a saving throw to take only half damage, you take half damage on a failed save, and no damage on a successful save.

Ring of Freedom

Wondrous item (ring), artifact (requires attunement)

This copper ring has a kunzite band wrapping around the length of its exterior, designed to look like several coiling fox tails. Though not terribly assuming, this accessory is a relic of the Eidolon Luxus and was an early manifestation of her divine power when she was acclimating to the role she would later fully embody. It is a symbol of speed, acuity, and perception.

Those who have worn this ring have attempted to invoke Luxus' speed and precision, but do so without knowing that Luxus relied upon her divine immortality to resist the ill effects of the item. By accelerating using this ring, a mortal creature would trade their remaining life force and time in exchange for speed.

When attuned to the ring you gain the following benefits:

Elevated Dash. You can take the Dash action as a bonus action, and when you do the movement speed you take as part of that Dash action is doubled.

Free Movement. Your movement speed cannot be reduced. Additionally you can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

Haste. As an action or bonus action, you invoke the effects of the *haste* spell for 10 minutes, targeting yourself. When the effect ends (or when *haste* is cast on you by other means) you do not suffer the negative effects of the spell. Each time you cast *haste* this way, roll 1d6. On a result of 2 you age 1d4 years, and on a result of 1 you age 1d6 years. If something would prevent you from being aged by this effect you do not benefit from the *haste* spell.

Teleportation. You can use your bonus action to move up to your base movement speed by teleporting, disappearing from where you are and reappearing in an unoccupied space within range you can see. The distance between these two points is taken from your remaining movement speed, which it cannot exceed.

Seeking Solace

Weapon (shortsword, lesser constellequary), artifact (requires attunement)

Seeking Solace is the secondary gunblade used by Luxus, which is also depicted as her weapon when she was elevated to godlike power. It is a longblade that is balanced like a shortsword that deals 2d8 piercing damage, and requires proficiency with shortswords to use as a melee weapon. It can be fired as a rifle, and when it is, it creates a bullet of compressed flame.

Rifle Function. This gunblade can be used as a shortsword or as a hunting rifle, but does not have to reload and it deals fire damage instead of piercing.

Awakening Properties. This weapon will only awaken when attuned to a chaotic or neutral creature, and when it is used to defeat a great tyrant, criminal mastermind, or oppressor. It may awaken in the attempt to defeat such a person, but will only remain that way once they are properly dethroned, defeated or killed. When it becomes awakened, it undergoes the following changes:

- Its enhancement bonus increases to +3
- The damage from flaming critical increases to 4d10
- You can cast the spell *firestorm* (DC 19 Dexterity saving throw), then cannot do so again until the following day.
- You can use *Fire Bullet* twice per day, and the DC increases to 19.
- This weapon and damage from its features is eidolic.

Enhancement. Attack and damage rolls made using this weapon count as magical, and benefit from a +1 bonus.

Fire Bullet. In place of one weapon attack, you can target a point you can see within 240 feet, causing an explosion with the effects of the *fireball* spell (DC 18 Dexterity save) to erupt. You can use this feature once, then cannot do so again until the following dawn.

Flaming Critical. When an attack with this weapon scores a critical hit, it deals an extra 3d10 fire damage.

Constellequary

Constellequaries are separated into two major types: Eidolic and lesser.

Eidolic Constellequaries were granted divine power by the Eidolons, and were their greatest weapons when they were mortal. They exist in sets, with each set having a major and minor constellequary.

Lesser Constellequaries are not associated with an Eidolon directly. Both are made of the site mined from the craters of the Cosmic Teardrops, and have various stages of evolution they undergo depending on their wielder.

An Eidolic Constellequary begins *dormant*, becomes *restored* when held by a creature that aligns to it, becomes *awakened* when paired with its partner constellequary or Eidolon's primal gemstone, and finally becomes *resplendent* when paired with both its partner and its gemstone. Minor Eidolic Constellequaries do not become *awakened*, but do become *resplendent* when paired with both of their partners.

Aligning to an Eidolic Constellequary has no set definition, and is up to the GM to determine. It may involve an act of heroism, performing an act in the spirit of the artifact's original owner, going through a great emotional ordeal, or another dramatic event occurring.

A lesser Constellequary begins *dormant*, and will become *awakened* when its *awakening condition* is reached, as long as it is not being used by a creature of an alignment it rejects.

Tiberius Barrel Knife

Weapon (shortsword, minor eidolic constellequary of Luxus), artifact (requires attunement by a rogue or bard).

This shortsword has a handle like a long revolver, with a blade that curves out from it with a small sealed gun barrel along the back of the blade. As a constellequary, this weapon has several stages of evolution. These stages, their major cosmetic changes, and their features are as follows:

Dormant

This magic weapon can be used as a shortsword, or fired as a revolver. It can generate its own ammunition, but requires an action when reloading to do so. It can also be loaded with external ammunition.

Restored

The blade of this weapon becomes kunzite. This form has the following features and changes:

- This weapon grants a +1 bonus to attack and damage rolls made with it.
- This weapon's ranged attack deals an additional 1d4 fire damage on a hit.
- This weapon may be fired up to 8 times before reloading.
- Twice per short or long rest, you can declare a *piercing shot* as an action.
- Once per long rest, you can declare a *disintegrating bullet* as an action.

Disintegrating Bullet. One target you choose within this weapon's normal range (as a revolver) is subjected to the effects of the disintegrate spell, with a spell save DC of 16. When you do so, roll 1d6. On a result of 6 you regain one use of disintegrating bullet.

Piercing Shot. You fire the gun with additional force in a 50 ft. line. All creatures along that line must make a DC 16 Dexterity saving throw, taking 3d8 + 1 piercing damage and 1d6 fire damage on a failed save.

Resplendent

Bullets fired from the weapon now let out a pink flash as they do so. This form has the following features and changes:

- This weapon now grants a +2 bonus to attack and damage rolls made with it.
- This weapon's fire damage becomes 1d6.
- This weapon may be fired up to 10 times before reloading, which can be done as a bonus action.
- *Piercing shot* can be used three times per short or long rest, its DC becomes 18, and its damage becomes 4d10 + 5 piercing and 2d6 fire. You can now declare one in place of one of your weapon attacks instead of as an action.
- You can declare a *trigger frenzy* as an action twice per long rest.
- You can declare a *disintegrating bullet* a number of times equal to half your proficiency bonus (rounded down) per long rest, and its DC becomes 18. You only roll the d6 to regain a use when you run out of uses.
- This weapon's damage becomes eidolic.

Trigger Frenzy. You fire a series of shots at all creatures you choose in a 30 ft. cube centered on a point you choose within 60 feet. All creatures within range must make a DC 18 Dexterity saving throw, taking 5d8 + 5 piercing damage and is stunned until the end of their next turn on a failed save, or half as much damage and isn't stunned on a successful one.



THE RESTORED TIBERIUS BARREL KNIFE

Saint Myth Weapons

These weapons are Saint Myth weapons: special artifacts that are tied to the history of the prolific figures in each path of devotion's lore. They are the equipment, usually the weapons, wielded by the original warriors who carved out that path for others to follow. These weapons can be used by anyone capable of wielding them, but have special properties when held by Sword Saints who follow the same path as their original user.

When the text of a saint myth weapon calls for rolling detrimental and beneficial qualities, refer to page 219 of the *Dungeon Master's Guide* for instructions on what to roll and tables for those effects. Your DM may decide on specific qualities or determine them randomly. However, if your DM wishes to, you may simply disregard the artifact properties section of each weapon.

Mirror Spear

Martial weapon (glaive), artifact (requires attunement)

This polearm has a very long blade, at the base of which is a ring of enchanted gold metal with a mirror affixed to the inside. The weapon was designed to gather and reflect magical energy and was wielded by a famous sukoshin spellcaster and warrior.

The Mirror Spear

The mirror spear is a magical glaive with the heavy, reach, and two-handed properties. You gain a +2 bonus to attack and damage rolls made using it.

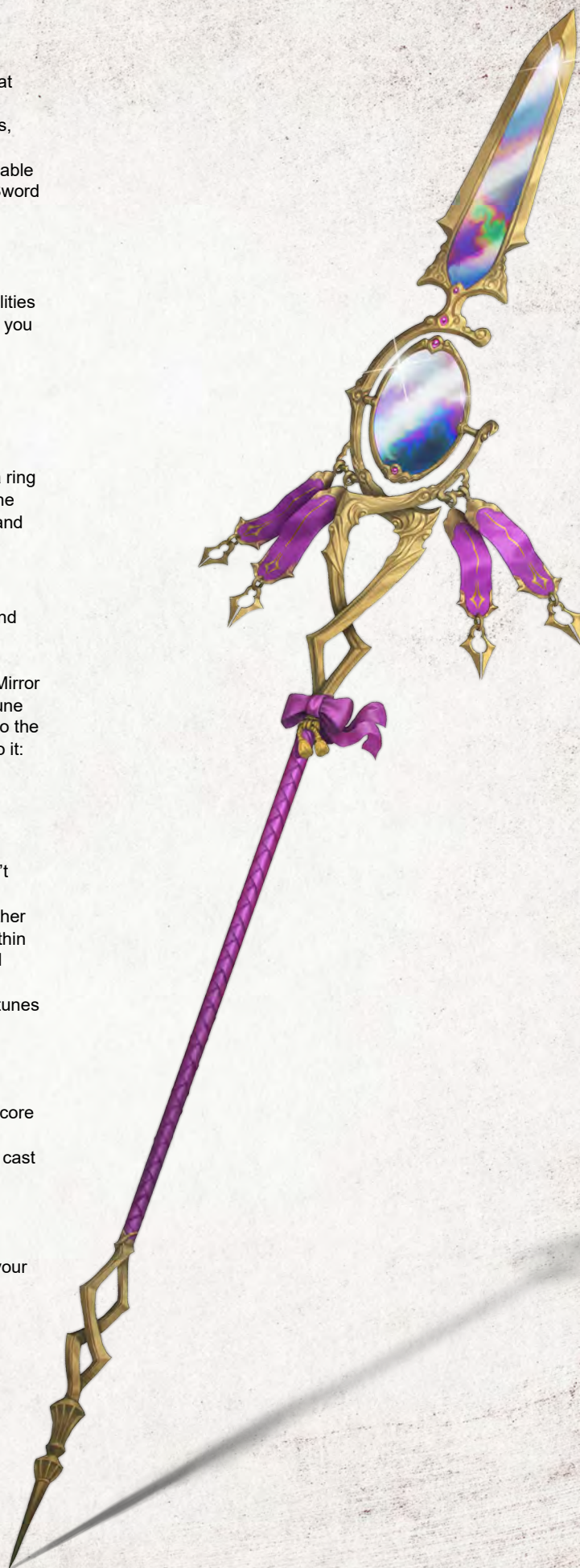
Artifact Qualities. If your DM wishes to include them, the Mirror Spear includes the following artifact properties when you attune to it; these effects are different for any creature that attunes to the Mirror Spear, determined for them the first time they attune to it:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Magic Reflection. If you are targeted by a spell that doesn't target any other creatures and you roll a natural 20 on your saving throw against the effect, you may redirect the spell either back at who or whatever cast it or to another viable target within 30 feet. When you do so, that becomes the spell's target and must roll against the original caster's DC.

Tamamo Focus. If you are a Tamamo Sword Saint who attunes to this weapon as your *saint weapon*, you gain the following benefits:

- Your Wisdom and Strength scores increase by 2 and 1 respectively (up to a maximum of 20, unless your ability score limit is increased by another effect).
- Your spell attack and spell save DC for Wizard spells you cast gain a +2 bonus, as long as this weapon is used as your spellcasting focus.
- You have advantage on saving throws against spells and magical effects.
- When you take the Attack action you can replace one of your weapon attacks with casting a Wizard cantrip you know.





The Loose Number

Martial weapon (greatsword), artifact (requires attunement)

This orange sword made of spessartite garnet was once wielded by a Kits'adrian prodigy: the first of the Sword Saints. Though its origins are unknown, it was proposed to have been created by Luxus as a graduation gift for her student, who she had no more to teach. Records of the sword speak of it stealing the lifeforce of those it strikes.

The Loose Number

The Loose Number is a magical uchigatana (greatsword) that deals 2d6 slashing damage. You gain a +2 bonus to attack and damage rolls made using it.

Artifact Qualities. If your DM wishes to include them, the Loose Number includes the following artifact properties when you attune to it; these effects are different for each creature that attunes to the Loose Number, determined for them the first time they attune to it:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Encouraging Voice. The echo of a soft, encouraging voice whispers in your ear while attuned to this weapon. When you are reduced to 0 hit points or killed outright, this voice steadies your resolve and allows you to avoid being killed. Instead, you are reduced to a number of hit points equal to half your total level (or CR). This feature only functions once, then does not function again until the following dawn.

Improved Critical Edge. This weapon scores a critical hit on an attack roll result of 19 or 20.

Kyuubi Focus. If you are a Kyuubi Sword Saint who attunes to this weapon as your *saint weapon*, you gain the following benefits:

- Your Strength and Wisdom scores increase by 2 and 1 respectively (up to a maximum of 20, unless your ability score limit is increased by another effect).
- This weapon bypasses damage resistances, dealing normal damage even to targets with immunity to its damage type.
- When you make an attack with this weapon you can spend 1 focus point to add your proficiency bonus again to its attack roll.
- You can spend 3 focus points when reduced to 0 hit points or killed outright to use this weapon's *encouraging voice* feature an additional time.

Tranquil Advance. If a creature uses a reaction that is triggered by a weapon attack using this weapon, you can use your own reaction to suppress whatever the effects of their reaction were until your attack concludes.

Vigor Thief. When you score a critical hit with this weapon you regain hit points equal to the weapon damage it deals.

CREATURE COMPENDIUM

THE FOLLOWING SECTION LISTS VARIOUS CHARACTERS AND NPCs, generic or otherwise that you may choose to use or modify in your campaigns. Among them are the remaining members of the First to Skulk and First to Consume, the progenitors of the Kits'adria race, and various beasts, groups, and templates for important organization members, individuals, and beasts.

Using a Stat Block

This book is meant to be a companion to the official Monster Manual for 5th Edition Dungeons and Dragons and works using the same rules and guidelines set out within it. If you are unfamiliar with the monster stat block format, please read the introductory section of the Monster Manual before continuing. That book provides terminology and mechanical information not repeated here, as well as guidelines for modifying creatures that you may find useful when building your own adventure.

Deity & Eidolos Creatures

Two special creature types exist within Somnus Domina, which are included briefly in this section: deities and eidolos.

Deity. Creatures with the "deity" creature type have some amount of divinity, though they may not be full gods. They have enough that they would fit into the categories of lesser or demigods at least. Though their traits may not say so, all of their weapons and damage they deal are considered to be eidolic and magical, allowing it to ignore the resistances of creatures that require those properties to be properly harmed. In these cases, their primary creature type will be "deity," and their other creature types are listed as sub-types in parenthesis.

Eidolos. Creatures that have "eidolos" in their creature types, which are usually but not always deities themselves, can be permanently killed by eidolic damage, but only if that damage is dealt to their sepherite after they are destroyed, and only if the creature dealing the damage has a higher CR or total level than the CR of the eidolos. Otherwise, they return to life shortly after being destroyed (as described in their stat block). The eidolos creature type is always listed as a subtype.

New Sizes

Content from Somnus Domina uses several creature sizes not present in the regular ruleset for 5th Edition Dungeons and Dragons. This system includes the following size categories:

Size	Space
Titanic	40 ft by 40 ft
Tremendous	60 ft by 60 ft
Colossal	80 ft by 80 ft
Supermassive	150 ft by 150 ft
Planetary	500 ft by 500 ft

Not all of these sizes are used within this bestiary.

Creatures

The following table lists all creatures within this compendium, listed in order of challenge rating. Any creature labeled with the creature type "Kits'adria" is also a humanoid.

CR	Creature Name	Creature Type	Page
N/A	The Tides of Conquest	Vehicle	96
1/8	Fox	Beast	90
1/4	Blackwind Cultist	Humanoid	73
1/2	Crewmate	Humanoid	94
1/2	Pause Walder	Plant	116
1	Dire Fox	Beast	77
2	Blackwind Monk	Humanoid	75
2	Dustpelt Cleric	Humanoid	78
4	Fox Spirit	Fey	90
4	Sukoshin	Fiend (yokai)	122
4	Yūrei'adria	Fiend (yokai)	126
5	Kitz Wildfighter	Kits'adria	93
5	Mythdog	Kits'adria	95
6	Dustpelt Paladin	Humanoid	78
6	Kitz Druid	Kits'adria	93
7	Blackwind Speaker	Humanoid	75
8	Kitz Ambusher	Kits'adria	92
8	Sukoshin (3 Tails)	Fiend (yokai)	123
8	Walder Troll	Plant	117
9	Blackwind First Order	Kits'adria	74
9	First Mate	Kits'adria	94
10	Emberwing	Celestial	84
12	Deep Pause Guardian	Construct	76
12	Sukoshin (6 Tails)	Fiend (yokai)	124
14	Dekishikori	Fiend (yokai)	121
14	Kellia	Kits'adria	100
16	Elstrakin	Kits'adria	98
16	Emberwing Sundyne	Celestial	84
16	Magnesia	Kits'adria	104
17	Kyuubi	Kits'adria	102
19	Sukoshin Daiyokai	Fiend (yokai)	125
20	Samaru	Fiend (yokai)	108
21	Tamamo no Mae	Fiend (yokai)	110
24	False Eidolon - Luxus	Fiend (yokai)	86
24	Kitsune	Deity, elemental	88
24	Nogistune	Undead	112
27	Versellendrake	Dragon (Chromatic)	118
30	Aspect of Luxus	Deity (Half-Elf)	79
30	Beast of Catacysm	Deity (Undead)	115

Blackwind Acolytes

The Blackwind acolytes are members of the Blackwind temple: the sanctuary in the Shadowfell where the daiyokai Samaru takes up residents, inviting those who have lost their way into his care in order to train them. They have been indoctrinated over time to adore and love Samaru as if he was a god, and serve his will without question.

Blackwind Cultist

The rank-and-file members of the Blackwind temple, who have shown very little prowess in other fields but are useful fodder. They are strong fighters who are taught to obey Samaru's orders even if it brings about their death, though many of them have never seen Samaru directly. Samaru will occasionally choose individuals from among them to elevate to concubines or his speakers.

Blackwind Cultist

Medium humanoid (any), any evil alignment

Armor Class 13 (studded leather)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	12 (+1)	12 (+1)	14 (+2)

Skills Deception +4, Religion +3
Senses darkvision 60 ft., passive Perception 11
Languages Kitzish and one other language (usually Common)
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Psychic Bludgeon (1/turn). When the cultist hits a target with its Quarterstaff, that attack deals an extra 1d6 psychic damage if they wish it to.

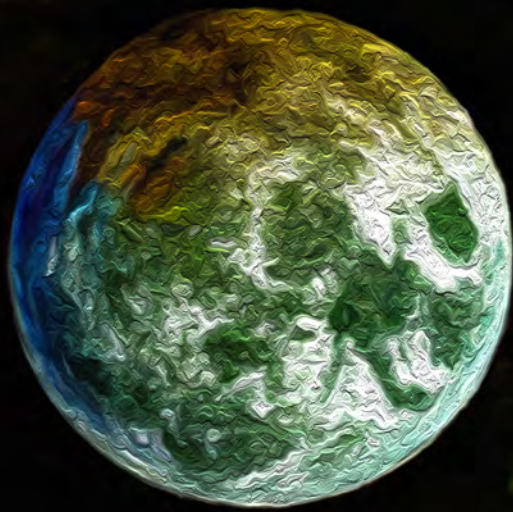
ACTIONS

Multiattack. The cultist makes two Quarterstaff attacks.

Shortbow. Ranged Weapon Attack: +3 to hit, range 40/120 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.





Blackwind First Order

The first order members are the last of the blackwind Kits'adria who fled with Samaru to the Shadowfell, fighting against the erasure of their genetic relevance in future Kits'adrian bloodlines. They were enraged by Kitsune and Luxus for punishing them for Samaru's actions and failed to understand the purpose of why. That anger was then tempered by Samaru who offered guidance as their new god. These Kits'adria gave their spirits over to him, becoming twisted by the Shadowfell into yokai of a unique sort. Now one with shadow, the first order serves as Samaru's personal assassins.

Shadow Shifters. These yokai have mutated versions of the Kits'adrian shapeshifting talent. They can imitate the body and voice of creatures they have seen and heard, and when doing so they give off a psychic impulse that prevents others from perceiving this change. Creatures who directly investigate them may uncover the difference, but otherwise they have the supernatural means to suppress the suspicions of others.

Custodial Assassins. When members of the Blackwind temple take trips to the Material Plane to seek new recruits or perform services for Samaru, they will usually be accompanied by at least one first order member, who serves as their means to return and, should they all be killed, will return in spirit to their temple and be revived so they might relay what happened.

Blackwind First Order

Medium fiend (yokai, shapchanger), neutral evil

Armor Class 18 (studded leather, natural armor)

Hit Points 116 (18d8 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	15 (+2)	17 (+3)	15 (+2)

Saving Throws Wis +7, Cha +6

Skills Deception +6, Stealth +10, Survival +7

Immunities psychic; piercing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Kitzish

Challenge 9 (5000 XP) **Proficiency Bonus** +4

Evasion. When the first order makes a Dexterity saving throw to only take half damage, they take half damage on a failed save and no damage on a successful one.

Innate Spellcasting. The first order's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** charm person, misty step, shadow blade
- **3/Day each:** invisibility
- **1/Day each:** hand of the blackwind, shadow gate, zephyr strike

Magic Resistance. The first order has advantage on saving throws against spells and magical effects.

Magic Weapons. The first order's attacks are magical.

ACTIONS

Multiattack. The first order makes three attacks. If they have not taken movement, they can use Shadow Infiltration as a bonus action.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Shadow Infiltration. The first order member vanishes, dissolving like water into a shadowy puddle, and reappearing from the shadow of a creature it can see within 60 feet. When it reappears it must be in an unoccupied space adjacent to their target. Once used, they cannot take any movement until the start of their next turn.

Bonus Actions

Shapechange. The first order member's body and voice changes, allowing them to assume the characteristics and voice of a medium or smaller humanoid they know and have heard speaking. Their own statistics do not change (except their size), and any creature that attempts to discern their true identity must succeed on a DC 17 Intelligence (Investigation) check against them. If they are reduced to 0 hit points they return to their true forms. They can drop this form at will, requiring no action.

Blackwind Monk

The monks of this order practice the way of the slicing nail, passed down to them by Samaru, though their teachings are often incomplete. These monks serve as his footsoldiers and rarely see fit to leave the temple, let alone the shadowfell. On occasion, however, they are known to do so in order to seek out tribute for Samaru, or to lure other lost souls into the care of their temple.

Blackwind Speaker

Medium humanoid (any), any evil alignment

Armor Class 13 (leather armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	15 (+2)

Skills Arcana +7, Deception +5, Persuasion +5, Perception +3

Resistances psychic

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Kitzish and one other language (usually Elvish)

Challenge 7 (2900 XP) **Proficiency Bonus** +3

Spellcasting. The speaker is a 10th-level spellcaster. Their spellcasting ability is Intelligence. The speaker has the following spells prepared:

- **Cantrips (at will):** fiendish aspect, ray of frost
- **1st level (4 slots):** charm person, vibrance sap
- **2nd level (3 slots):** blindness/deafness, crown of madness
- **3rd level (3 slots):** fly, power word misfortune
- **4th level (3 slots):** ice storm, sickening radiance
- **5th level (2 slots):** shadow gate

ACTIONS

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 1) bludgeoning damage plus 7 (2d6) psychic damage

Bonus Actions

Doomspeech. The speaker unleashes magically infused words of fear and torment, choosing up to four creatures within 60 feet that can hear them who must make a DC 15 Intelligence saving throw. Any target that fails is stunned until the end of the speaker's next turn.

Blackwind Speaker

One who has been recognized by Samaru as understanding his will and intention, and is granted the right to speak for him. They are sent on diplomatic missions, or as a doomsayer meant to speak of his arrival when he desires fear or respect.

Blackwind Monk

Medium humanoid (any), any evil alignment

Armor Class 16 (unarmored defense)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	17 (+3)	10 (+0)

Skills Str +3, Dex +5, Int +3, Wis +5

Skills Athletics +3, Insight +4, Perception +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Kitzish and two other languages

Challenge 2 (450 XP) **Proficiency Bonus** +2

Improved Critical. The monk scores a critical hit on attack roll d20 results of 19 or 20.

Innate Spellcasting. The monk's spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

- **2/Day each:** bane, guiding bolt

Killblow. When the monk scores a critical hit against a target, they must succeed on a DC 13 Constitution saving throw or take 18 (3d12) slashing damage in addition to damage from the attack.

ACTIONS

Multiattack. The monk makes two attacks.

Foxnail Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage.

Bonus Actions

Cunning Action. The monk takes the Dash or Disengage action.

Reactions

Deflect Missiles. In response to a ranged weapon attack that hits it and is made with a projectile, the blackwind monk reduces the damage it takes by 1d10 + 10. If they reduce the damage to 0 they can make a Ranged Weapon Attack: +5 to hit against a creature within 30 feet of them by redirecting the attack. If they hit, this attack deals the same damage that the attack made against them would have had.

Deep Pause Guardian

The Deep Pause guardian is one of the sentinels of the Deep Pause: the hidden Kits'adrian temple where Elstrakin resides. These massive guardians are built in the image of dire foxes, made of wood and stone, allowing them rigid strength but flexibility enough to dodge and strike with surprising dexterity. They stand tall, protecting the passages into the innermost chambers of the temple. When Elstrakin means to travel about Cu Chullis she often does so on the back of one of these sentinels, or uses them to communicate remotely.

Guardians of the Tailmother. Kits'adrian druids who are properly attuned to these guardians may be lent them to act in their service outside the Deep Pause. These Kits'adria must be selected by Elstrakin and put through secret trials within their temple, but upon completing them may be given the beast and charged with defending the land and forests they hold dear. Generally no more than a handful of these guardians are ever allowed to leave the temple.

Creatures bound to a Deep Pause guardian can project their senses into them as an action at any distance, hearing and seeing everything they can. While doing so the creature is blinded and deafened to their own surroundings. Those projecting themselves this way may speak through their guardian, as their voice is echoed from its location. Those with such attunement can speak with their guardian telepathically, issuing it orders at will. If the user is unconscious or injured the beast will employ Elstrakin to seize control so it may be guided to help its partner.

Connected to the Prophet. If Elstrakin is ever killed with no prophet of the Deep Pause capable of replacing her, these guardians lose their ability to function outside of the temple. Furthermore, they will treat all creatures that are not Kits'adria within the Deep Pause as invaders until a new prophet returns, or Elstrakin returns to life. Even if attuned to another, no Deep Pause Guardian will ever attack or harm the prophet of the Deep Pause, nor will they value the order of another over hers (if compelled to by magical or supernatural means, they will become incapacitated until the conflict resolves).

Constructed Nature. A golem doesn't require air, food, drink or sleep.



Deep Pause Guardian

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	18 (+4)	3 (-4)	15 (+2)	1 (-5)

Skills Perception +6

Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed petrified, poisoned

Senses blindsight 120 ft., passive Perception 16

Languages understands the languages of its creature and Kitzish but can't speak

Challenge 12 (8400 XP) **Proficiency Bonus** +4

Death Ravager. The guardian has advantage on attack rolls against undead, and when it reduces an undead creature to 0 hit points they cannot immediately regain hit points through undead fortitude and similar features.

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.

Magic Weapons. The guardian's weapon attacks are magical.

ACTIONS

Multiattack. The guardian makes one Bite attack and one Claw attack.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 23 (4d8 + 5) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage. The first time a large or smaller creature is hit by this attack each turn, they must succeed on a DC 16 Strength saving throw or be knocked prone.

Circle of Flame (Recharge 6). The guardian conjures up a circle of blue flame that does not harm plants, wood, or any non-living material within range, but otherwise targets all creatures within 30 feet of it. All targets in range must make a DC 17 Dexterity saving throw, taking 22 (4d10) fire damage and 22 (4d10) psychic damage on a failed save.

Dire Fox

Larger and more vicious, dire foxes are monstrous beasts that stand as tall as an average man and skulk through the night searching for prey. What twist of nature caused them to become so large and vicious is unknown, but luckily they only tend to inhabit and stalk the depths of the wilderness, fearing large communities.

Dire Fox

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14 (19 with hearing or smell)

Languages -

Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or smell (reflected in passive Perception).

Pack Tactics. The fox has advantage on an attack against a creature if at least one of the fox's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 10 (2d6 + 3) piercing damage.

Bonus Actions

Dash Snare. The fox takes the Dash action, and if it moves at least 20 feet it can make a single bite attack against a creature within range.





Dustpelt Conclave

Those who carry on the tenants and legacy of Springmoon are known as the Dustpelt Conclave. These servants of the divine stand up for those of less fortune, and are invested in avenging their progenitor, Springmoon. To this end they investigate and stand to interfere with the activities of the First to Consume, primarily Nogistune. They carry light equipment compared to many other clerics, lending to their Kits'adrian origins (though not all of them are Kits'adria).

Dustpelt Cleric

Medium humanoid (any), chaotic good

Armor Class 17 (leather, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	15 (+2)

Skills Religion +3, Stealth +6

Senses passive Perception 14

Languages Kitzish, one other language

Challenge 1 (200 XP) **Proficiency Bonus** +2

Spellcasting. The cleric is a 4th-level spellcaster. Its spellcasting ability is Wisdom. The cleric has the following spells prepared:

- **Cantrips (at will):** light, sacred flame
- **1st level (4 slots):** cure wounds, inflict wounds, system flush
- **2nd level (3 slots):** foxfire

ACTIONS

Multiattack. The cleric makes two weapon attacks

Shortspear. *Melee Weapon Attack:* +6, reach 5 ft., one target, or *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., 1 target. *Hit:* 8 (1d6 + 4) piercing damage

Echo Attack (Recharges after Short or Long Rest). The cleric teleports into a space adjacent to a creature within 60 feet of them. If the target can see the cleric, they must make a DC 13 Wisdom saving throw (otherwise failing it automatically). After teleporting, the cleric makes two weapon attacks with advantage against the target. If they failed the Wisdom save, the first attack to hit deals an extra 9 (2d8) thunder damage.

Dustpelt Paladin

Medium humanoid (any), chaotic good

Armor Class 16 (leather)

Hit Points 113 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	15 (+2)

Saving Throws Dex +7, Con +6

Skills RPerception +5, Religion +5, Stealth +7

Senses passive Perception 15

Languages Kitzish, two other languages

Challenge 6 (2900 XP) **Proficiency Bonus** +3

Aura of Protective Junction. The paladin and their allies within 10 feet of them can use their bonus action to Dash, and also gain a bonus to their saving throws equal to the paladin's proficiency bonus.

Spellcasting. The paladin is a 10th-level spellcaster. Their spellcasting ability is Charisma. They have the following spells prepared:

- **1st level (4 slots):** cure wounds, shield of faith
- **2nd level (3 slots):** boomerang weapon, find steed
- **3rd level (2 slots):** dispel magic, elemental weapon

ACTIONS

Multiattack. The paladin makes three weapon attacks.

Twinblade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) slashing damage plus 10 (2d8) poison damage.

Greatbow. *Melee Weapon Attack:* +7 to hit, range 150/600, one target. *Hit:* 10 (1d10 + 4) piercing damage plus 10 (2d8) poison damage.

Bonus Actions

Junction Swap. The paladin switches places with an ally within their Aura of Protective Junction's range, as long as they are the same size. If one is grappled or restrained by a creature or effect, that effect switches to the swapped creature.

Eidolons

The Eidolons are the prime pantheon of Somnus Domina.

The Eidolons are split into three separate bodies of worship, all watching over the entirety of Somnus Domina, but each paying special care to the land they reside. This is not something expressed by the Eidolons directly and is considered to be a result of the international schism caused between the various world empires after the Somonian Empire collapsed, but nonetheless is considered true. Each continent has the original temples of their Eidolons, containing sealed Eidolic tempering chambers that allow for direct communion with their corresponding Eidolon under the right circumstances - though frivolous attempts to do so are considered taboo.

The Twelve. The broad observation of all of the Eidolons. Used by those who are unconcerned with the separation between dogmas, it is typically used to refer to all gods, lesser gods, demigods, etc., as a collective.

The Eight. The collective title of the Eidolons when the Sentinels of the Twilight Authority, considered heretical, are disregarded. Retia and Cu Chullis both use this term when referring to the universal protection and grace of the Eidolons, and it is broadly considered to refer to the grace and role of all gods below them as well.

The Knights of the Summer Sky. The Eidolons of Retia: Aymere, Harros, T'Quin and Vestias. They are celebrated most during the summer months and considered to oversee the good of mortal advancement and culture, as well as serve as protectors of the world. Most major cities in Retia have a temple dedicated to the Knights of the Summer Sky, complete with various statues and reliefs featuring them.

The Fellowship of Deep Water. The Eidolons of Cu Chullis: K'hana Darros, Luxus, Marrias and Vadreem. They are considered to be forces of nature that watch over the world of spirits, and keep an eye on the past and future. Among them are prophetic individuals. Though not entirely, they are seen as harsher forces of nature and respecting them is often seen as synonymous with paying respect to the sanctity of the arcane, spiritual and nature worlds. The Fellowship are celebrated most during the winter months, where they are prayed to in hopes that they bring back the warmth of summer.

The Sentinels of the Twilight Authority. Considered heretical or purely fictitious, these are the Eidolons of the mostly uncivilized Strikelands. They include Copehtor, Huunde, Kevek and So'kess.

There is proof that they exist and there certainly are religions that follow them, but other religions reject the notion that these stand among the Eight. Their fall from grace is due to a war among the Eidolons in times long past, where the Sentinels followed a questionable cause and rose up against their kin.

Aspect of Luxus

The Eidolon Luxus is the queen of thieves and assassins, and one of the twelve mortals who rose up at the behest of the Primary Gods to receive the power of the Old World's fallen gods. She was once a Half-Elven woman who led an information network that tracked and studied the Grand Primaries, but when her fox companion Kitsune was killed, she requested of her god to grant it new life. Their hearts and lives were connected, and Luxus' connection to her fox granted her a body that would serve as the proptype of Kits'adria. She accepted her Eidolic role as a god, and using the Constellequaries forged for her she fought the Grand Primaries alongside her fellow gods and helped to resculpt the world from the chaos that the battle had left in it.

She concerns herself with the morality of criminals and thieves while also representing the beasts of the world. As Aymere is the Eidolon of nature, Luxus is the leader of beasts and animals. Her work in the mortal world is largely done in secret and usually through her followers. She holds control over a paradise promised to those who are one with nature, as well as her Kits'adrian progeny. Among the Eidolons she is the most bright-hearted and adventurous, and sometimes she is considered directly opposed to the cagey and secretive Vestias. Where Vestias would seal everything old and taboo within a vault, Luxus cannot help but seek out secrets and liberate them.

Due to the high-spirited, unnessesarily clever way she carries out her business and the delight she takes in traps, tricks and harmless deception, she is known to many as a trickster goddess.

Her physical form is a foxlike woman with red and pink flames for hair which wisp around her wildly, and her dress somewhere between a pirate queen and assassin lord.

Eidolic Weaponry. The Aspect of Luxus' weapons are eidolic, making them both magical and able to permanently kill eidolos if they reduce their hit points to 0.



THE SOUL OF TRICKERY, LUXUS



Aspect of Luxus

Medium deity (half-elf, shapechanger), chaotic neutral

Armor Class 23 (natural armor)

Hit Points 510 (60d8 + 240)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	28 (+9)	18 (+4)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Dex +19, Con +13, Int +13, Cha +11

Skills Insight +11, Perception +14, Stealth +18, Survival +14

Resistances piercing, slashing and bludgeoning from attacks that aren't eidolic

Immunities psychic, fire; piercing, slashing and bludgeoning from nonmagical attacks that aren't eidolic

Condition Immunities blinded, charmed, frightened, incapacitated, paralyzed

Senses truesight 60 ft., darkvision 240 ft., passive Perception 24

Languages All

Challenge 30 (155000 XP) **Proficiency Bonus** +9

Avoidance. If the aspect makes any saving throw to take half damage instead of full damage, she takes half damage on a failure and no damage on a success.

Innate Spellcasting. The aspect's spellcasting ability is Intelligence. She can cast the following spells, requiring no material components:

- **At Will:** hold attacker, seeming, teleport, thunder step
- **3/Day Each:** fireball
- **2/Day Each:** firestorm, haste

Legendary Resistance (4/Day). When the aspect fails a saving throw, she can choose to succeed instead.

Mastermind's Fallback (Recharges after Short or Long Rest). If the aspect would be reduced to 0 hit points or killed outright, her current hit point total is instead reset to 400 hit points, she becomes invisible until the end of her next turn or takes an action, she recharges her Kunzite Hurricane, regains any spent uses of her Legendary Resistance, and for 1 hour can use the options in the "Mythic Actions" section. A party that defeats her after using Mastermind's Fallback is awarded an additional 155,000 XP (310,000 XP total).

Sneak Attack (1/Turn). The aspect deals an extra 40 (10d8) damage when she hits with a weapon attack that has advantage, or when their target is within 5 feet of one of the aspect's allies that is not incapacitated and if the aspect doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The aspect makes four weapon attacks.

Seeking Solace (Gunblade). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (2d10 + 12) slashing damage plus 11 (2d10) fire damage or *Ranged Weapon Attack:* +18 to hit, range 240/720 ft., one target. *Hit:* 34 (4d10 + 12) fire damage.

Kunzite Hurricane (Recharge 5-6). All creatures the aspect chooses within 30 feet of her must make a DC 26 Dexterity saving throw, taking 39 (7d10) slashing damage and 39 (7d10) fire damage on a failed save, or half as much on a successful one. Any creature that fails by 10 points or more is stunned until the start of the aspect's next turn. The aspect ends this attack in an unoccupied space adjacent to any of their targets.



Bonus Actions

Change Shape. The aspect changes their body and voice to match the mannerisms, appearance and tonality of any small or medium humanoid they wish, or back to their true form. Any creature who tries to see through this transformation must succeed on a DC 23 Wisdom (Insight) or Intelligence (Investigation) check.

Cunning Action. The aspect takes the Dash or Disengage action.

Vanish. The aspect teleports to any space she can see within 30 feet and takes the Hide action.

Reactions

Doppelganger Tactic. When the aspect is targeted by an attack she can see, she can force her target to make a DC 26 Wisdom saving throw. On a failure, they imagine one creature within their attack's range to be her and the attack is re-directed at them. On a success the attack happens as usual. In either case, the aspect turns invisible as though by the invisibility spell until the end of her next turn.

LEGENDARY ACTIONS

The aspect can take four Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The aspect regains spent Legendary Actions at the end of its turn.

Attack. The aspect makes one weapon attack. If it qualifies for its sneak attack, it only adds 23 (5d8) damage instead of the full amount.

Invisible Retreat (Costs 3 Actions). The aspect turns invisible until the start of her next turn, and teleports into an unoccupied space within 30 feet.

Mythic Actions

The aspect can use the following options as Legendary Actions once her Mastermind's Fallback has been activated.

Organized Assault (Costs 2 Actions). The aspect's physical form becomes blurred and distorted, splitting into various iterations of herself until the end of her next turn. During this time all attacks made against her have disadvantage, even from creatures with truesight, blindsight, tremorsense, or the ability to see through illusions.

Deadshot (Costs 2 Actions). One creature the aspect can see within 240 feet is assailed by a pointed bullet of force. They must make a DC 26 Dexterity saving throw, taking 45 (10d8) force damage on a failed save, or half as much on a successful one. A creature that fails and rolls less than a 10 on their saving throw d20 result is stunned until the start of the aspect's next turn.

Luxus' Eidolic Reign

The following is regarding Luxus' role as a deity in Somnus Domina.

Artifacts. Luxus has several major artifacts associated with them. Like all Eidolons, they have two constellequaries: Deus Yankovic and the Tiberius Barrel Knife. They are also associated with a primal gemstone, a Kunzite that allows them to project themselves past the Divine Curtain and assume the form of one of their aspects in the Material Plane. Aside from these items, they are also known to be associated with three other artifacts: the Book of Deception and Thievery, the Ring of Freedom and Steps, and the gunblade known as Seeking Solace.

Aspects. The most well known aspect of Luxus is Kitsune, who was also the first eidolos. This fox companion became a reflection of Luxus, and their wills became connected to one another. Luxus rarely appears in the Material Plane unless looking for entertainment, and utilizes Kitsune to perform most of her work for her. As she is a secretive Eidolon the identity of her other aspects are not well known, but many famous rogues and tyrants in history are thought to have been tied to her. It is commonly suspected that her prophet Elstrakin is an aspect of Luxus, but this is more of a fairy tale than founded upon fact.

Divine Rank. Luxus' is an Eidolic Deity, a member of the Eidolons.

Within Somnus Domina the gods exist - in order of strongest to weakest - as Primary Gods, Eidolic Deities, Lost Gods, Lesser Deities, and Demigods (including eidolos). The Primary Gods have long since ascended beyond the planes into a higher state of being. The Eidolic Deities are, as a result, the highest level of deity active within Somnus Domina and are worshiped as such. Though several of them sustain the Divine Curtain to prevent them or the Primary Gods from materializing in the Material Plane, their Aspects can appear in the world under the right conditions.

Divine Realm: The Island of Beckoning. Within the *Wilderness of the Beastlands*, upon the upper layer of *Frigala*, lit eternally by the sun, is the *Island of Beckoning*. Standing as the highest point in the plane, it exists as a massive structure rising up upon huge pillars of stone, overgrown with plantlife. Unless invited, reaching it requires climbing these massive pillars, which is too great a task for most visitors.

This massive island has a variety of elevated resplendent gardens, towns, keeps, natural wonders, and expansive wilderness, with animals roaming free and peacefully, fruit exclusive to the island, and is where Kits'adria spirits are invited when they reach the afterlife. The souls of many sapient animals, druids, heroic thieves and rogues, righteous pirates, and Beast Tribe members would also be invited here if no other claim was made to them. In general it is considered a paradise given as a reward to those who lived with their heart full of adventure and chaotic zeal, but did not close themselves off to the plights of the downtrodden.

There is a central keep, the *Last Camera*, where Luxus resides. Though never confirmed, it is spoken in legend that nine seats lay unclaimed within her court there, left open to her most precious children should they ever decide that their immortality as the First to Skulk should end. Three of these chairs have lost their luster, fading slowly as if aged for thousands of years, and one among them has begun to crumble.

At Luxus' control were a series of Monadic Devas known as Emberwings, born from her own divine power.

Titles. Luxus' main title as an Eidolon is the Soul of Trickery, but she has gone by many other names as well.

- The First Assassin
- The Fireknife
- Mother of Foxes
- Lady of No Consequence
- Ever-red
- Maiden of the Last Sight

Portfolio. Luxus' portfolio includes organized crime, trickery, wildlife, freedom and curiosity. She can automatically sense and experience events and occurrences to do with these aspects without involving an avatar or aspect.

Worship of Luxus

Luxus is considered a fair but chaotic goddess, overlooking harmless crimes and even encouraging phantrophic ones. They are an ally to the poor and humble, and a sign of ill omen to the rich and greedy.

Domains. Like all of the Eidolons, Luxus inherited the domains and responsibilities of many of the former gods of the Old World. They hold the domains of thievery, mischief, trickery, bravery, kits'adria, half-elf, chaotic, joy, fire, luck, pleasure, strife, wilderness, and fortune. They dabble in other lesser domains as well, but these are outside their primary concern.

Symbol. Luxus' emblem resembles an inverted teardrop with a smaller droplet on the bottom, often thought to represent poison. Atop it are small symmetrical flames that resemble the ears of a fox or other animals, and a hole within the middle of the large inverted drop gives it the vague appearance of a keyhole.

Temples of Luxus. The primary temple to Luxus is the Deep Pause which is ruled and protected by Elstrakin. It is this temple that holds the Eidolic tempering chamber that can allow communion with Luxus, should she wish to respond. However, smaller temples across Cu Chullis exist that worship her, as do many hidden shrines in both Cu Chullis and Retia, usually maintained by less-than-public organizations.

Rogues and Thieves. Luxus is a deity associated with good-heartedness, but her nature as a chaotic neutral goddess lends itself to many interpretations. One will see her emblem on the shields of many clerics, but also often on the backs and blades of assassins and thieves. Criminals often pray to Luxus for guidance in their plans, and it is not said that she turns them down. Corruptions of her emblem have often been used to represent major criminal organizations, including often being found in conjunction with the infamous Family of Retia.

Rituals. Prayer to Luxus often involves wrapping a small amount of valuable mineral dust (such as that of platinum, gold, or silver) in twine and leaves, and burning it within an open flame or small ceremonial pot. This rite is called "paying celestial dues" or "offering a gesture of protection" and is symbolic of paying for the good will and protection of a thief's guild. The valuable dust vanishes if their belief is true, signifying it has been accepted. Particularly devoted petitioners grind kunzite into dust and offer that, knowing it to be Luxus' favorite material. When this is done as prayer the flames often turn pink, although only briefly.

Followers. Luxus has millions of followers across the Material Plane, including all of those who worship her as part of the Twelve, the Eight, or as a patron deity of Cu Chullis. Even without those numbers she has many who worship her individually, and those who do so are referred to commonly as Luxian Abjects. The priests of her sole worship, known collectively (and humorously) as the Luxian Conspiratory Order, tend to be druids and nature-oriented worshipers who pray to her for luck, warmth, and protection from crime or exploitation.





Emberwing

Serving as the guardians and agents of Luxus, emberwings are monadic devas who protect the Island of Beckoning. They share the common attributes of regular monadic devas, though their skin is a dark brown, with their most striking feature being their hair and wings that are bright red, with layers of pinkish purple to match Luxus' own flames mixed in.

The emberwings share the lawful good alignment of all angels but are particularly suited to determining whether thieves and criminals are deserving of harsh judgment, or if they acted with honor and virtue within their craft.

Monadic Deva. The deva does not require air, water, or food and is immune to the effects of the inner planes (including the elemental and energy planes) and extreme environmental effects. Their maximum hit points cannot be reduced. If it dies in the Prime Material plane or Elemental planes, its body and possessions vanish in a flash of light, and it reforms 10 years later in its native plane. If destroyed on any other plane, they are destroyed permanently.

Shapechangers. The emberwings, as a bonus action, can polymorph into a humanoid of any description, a beast of a challenge rating no higher than its own, or back to its true form. If it dies, it reverts to its true form. In any humanoid form, its statistics remain the same, but in the form of a beast, it assumes the AC, movement, Strength, Dexterity, senses, attacks, and actions of the form (except class features, legendary actions, and lair actions), but keeps access to its own actions and senses as well.

Like all monadic devas, they hold a distaste for unnecessary armor and clothes, as they hold that their natural bodies are a symbol of their divinity, so they often appear unclothed or close to it. They do not allow this to get in the way of appearing in whatever form they must to appear in the Material Plane or to perform whatever tasks they are charged with.

Spears of Grey Sanction

These magical +2 spears held by the emberwings, the only possessions they carry on their otherwise bare forms, can discern the morality of their targets. If a creature has committed crimes that unjustly terrorized or disregarded the weak or needy, these spears will enact judgment upon them. They roll with advantage against criminals with no moral principles, such as those who steal from the weak or poor or those who murder in cold blood.

When thrown or disarmed, they return immediately to the hands of their masters in a flash of radiant light. When hurled, they can briefly split into copies of themselves to assail multiple targets before reforming as one in the deva's hand.

Sundyne

Among the emberwings are enforcers who are meant to act as avatars and divine warriors on Luxus' behalf. These individuals have an extra set of wings and boast greater arcane powers and combat abilities. While the emberwings keep the order on the Island of Beckoning, the sundyne are akin to royal guards who carry out Luxus' will more harshly.

Emberwing

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Dex +8, Cha +9

Skills Insight +9, Perception +9

Resistances radiant

Immunities fire; piercing, slashing & bludgeoning from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5900 XP) **Proficiency Bonus** +4

Angelic Weapons. The emberwing's weapons attacks are magical. When it hits with any weapon, it deals an extra 4d8 radiant damage (included in the attacks below).

Divine Judgement. When speaking with a mortal creature, the emberwing can divine the crimes committed during their life and the context surrounding them, which the emberwing knows with great familiarity.

Magic Resistance. The emberwing has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The emberwing makes two weapon attacks.

Spear of Grey Sanction (+2 spear). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d6 + 6) piercing damage plus 18 (4d8) radiant damage, or 11 (1d8 + 6) piercing damage plus 18 (4d8) radiant damage if wielded two-handed.

Ranged Weapon Attack: +10 to hit, range 60 ft., one target. *Hit:* 11 (1d8 + 6) piercing damage plus 18 (4d8) radiant damage.

Attacks made by this weapon have advantage against targets that are anti-dogmatic to Luxus' sense of honorable crime.

Chaos Squall (Recharge 5-6). The emberwing targets up to 6 creatures within 60 feet of it. Each creature that is chaotic or evil among them is seared by a radiant brand, and must make a DC 17 Charisma saving throw. On a failure the creature is paralyzed for 1 minute, but may repeat their saving throw at the end of each of their turns, ending the effect on a success. Creature that are both chaotic and evil have disadvantage on their saving throw.

Emberwing Sundyne

Medium celestial, lawful good

Armor Class 19 (natural armor, sun shield)

Hit Points 204 (24d8 + 96)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Str +10, Dex +10, Cha +11

Skills Insight +15, Perception +10

Resistances radiant

Immunities fire; piercing, slashing & bludgeoning from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 21

Languages all, telepathy 240 ft.

Challenge 16 (15000 XP) **Proficiency Bonus** +5

Angelic Weapons. The sundyne's weapons attacks are magical. When it hits with any weapon, it deals an extra 4d8 radiant damage (included in the attacks below).

Divine Judgement. When speaking with a mortal creature, the sundyne can divine the crimes committed during their life and the context surrounding them, which the sundyne knows with great familiarity.

Innate Spellcasting. The sundyne's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** detect thoughts, zone of truth
- **1/Day each:** firestorm, gate, unveiling gaze
- **2/Day each:** cure wounds (7th-level)
- **3/Day each:** hold monster, vorpal flames (7th-level)

Magic Resistance. The sundyne has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The sundyne makes three weapon attacks.

Spear of Grey Sanction (+2 spear). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d8 + 7) piercing damage plus 18 (4d8) radiant damage.

Ranged Weapon Attack: +12 to hit, range 60 ft., one target. *Hit:* 11 (1d8 + 6) piercing damage plus 18 (4d8) radiant damage.

Attacks made by this weapon have advantage against targets that are anti-dogmatic to Luxus' sense of honorable crime.

Teleport. The sundyne teleports up to 500 feet away, to an unoccupied space it can see.

Reactions

Sun Shield. The sundyne only takes half damage from one attack targeting them, and if the attacker is within 60 feet of him they take 11 (2d10) radiant damage.

False Eidolons

Emotions, tragedies, cultural pain, and other expressions of negativity in Somnus Domina are often twisted by the nature of the Shadowfell into yokai of various sorts. Many share qualities that unite them, but there are certain abnormalities even among these fiends: false Eidolons. With all worship comes those who feel spurned by the gods, become obsessed with them, or feel they are a chosen soul. These twisted desires give way to unique, individual beings known as a false Eidolon, a yokai that stands on par with daiyokai of other breeds. A false Eidolon emerges from a collective tragedy, hatred, or misplaced worship of one of the Eidolons and resembles an aspect of them. They are not divine, however, though they believe that they are and try to raise a following according to that.

No more than one of these yokai exists for a given Eidolon at a time and generally only appears once every millennia, if even that frequently.

Delusional Avatars. False Eidolons know what they are at their core, but their existence is founded representing a unique, twisted version of the Eidolon they resemble. They fool themselves into earnestly believing they are an aspect of that Eidolon and will not stand to hear otherwise. Though they mimic the morality of their counterpart, they are insidious toward threats to their perceived identity and are dangerously narcissistic. They build a following, steal worshippers from the true Eidolon, and seek to raise themselves up as a god to fuel this illusion.

While in the presence of at least fifty of their worshippers or if they have a community of at least 1000 worshippers in one place who believe them to be the god they think they are, any effects or special senses that divine their nature (such as a paladin's *divine sense*) detect them as the Eidolon they are, instead of as a fiend or yokai, including the expected alignment.

Eidolic Nature. False Eidolons emulate the eidolic nature of their counterparts. Like most yokai, they will simply reform in the Shadowfell if killed, though it takes considerable time for these yokai to return. However, if killed by eidolic weapons or damage, they are destroyed permanently, even if they are not in the Shadowfell.

Inherited Portfolio. The false Eidolon knows everything required to represent the Eidolon they are copying, such as their divine domain's Plane of residence, portfolio, the names and titles they should go by, their symbols and divine rank, etc. They even share the nature of their portfolio, and can sense large events that deal with their domains and aspects, just like an Eidolon. If a creature within 500 miles offers a prayer to the Eidolon they are copying, the false Eidolon becomes aware of it, and if the Eidolon fails to respond to it, the false Eidolon may do so.



False Eidolon

Medium fiend (yokai), unaligned

Armor Class 22 (natural armor)

Hit Points 425 (50d8 + 200)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	28 (+9)	18 (+4)	18 (+4)	20 (+5)	14 (+2)

Saving Throws Dex +16, Con +11, Cha +9

Skills Deception +9, Insight +12, Perception +12, Stealth +16

Resistances piercing, slashing and bludgeoning from attacks that aren't eidolic

Immunities psychic, fire; piercing, slashing and bludgeoning from nonmagical attacks that aren't eidolic

Condition Immunities blinded, charmed, frightened, incapacitated, paralyzed

Senses truesight 60 ft., darkvision 240 ft., passive Perception 22

Languages All

Challenge 24 (62000 XP) **Proficiency Bonus** +7

Avoidance. If the false Eidolon makes any saving throw to take half damage instead of full damage, she takes half damage on a failure and no damage on a success.

Innate Spellcasting. The false eidolon's spellcasting ability is Intelligence. It can cast the following spells, requiring no material components:

- **At Will:** misty step, thunder step
- **3/Day Each:** dimension door, fireball
- **2/Day Each:** firestorm, haste
- **1/Day Each:** dream, teleport

Legendary Resistance (3/Day). When the false Eidolon fails a saving throw, it can choose to succeed instead.

Siphon the Devout. When the false Eidolon would be reduced to 0 hit points while worshippers who truly believe in their dogma exist within 1000 feet of them, they can siphon the souls of any number of those willing worshippers, killing them, to reduce the damage

they would take by an amount equal to the remaining hit points of those individuals.

Sneak Attack (1/Turn). The false Eidolon deals an extra 24 (6d8) damage when she hits with a weapon attack that has advantage, or when their target is within 5 feet of one of the false Eidolon's allies that are not incapacitated, and if it doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The false Eidolon makes three weapon attacks. It can exchange two of these attacks for casting a spell with a casting time of 1 action.

Solipsist Gunblade. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 14 (2d10 + 3) plus 11 (2d10) fire damage, or, if wielded as a rifle: **Ranged Weapon Attack:** +16 to hit, range 100/300 ft., one target. **Hit:** 22 (3d8 + 8) piercing damage plus 11 (2d10 fire) damage.

Sacred Pillar (Recharge 6). A pillar of kunzite flame erupts from a point the false Eidolon chooses within 60 feet of it. These flames fill a 10-foot-radius, 60-foot-tall cylinder centered there, and all creatures within range must succeed on a DC 21 Dexterity saving throw or take 39 (7d10) fire damage and 39 (7d10) necrotic damage. If they wish, they can have the necrotic damage be radiant instead.

Reactions

Insidious Double. When the false Eidolon is targeted by an attack it can see, it can force a creature within 30 feet of it to make a DC 24 Charisma saving throw. On a failure, they and the false Eidolon switch places, and the creature becomes the new target of the attack.

LEGENDARY ACTIONS

The false Eidolon can take three Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time, and only at the end of another creature's turn. The false Eidolon regains spent Legendary Actions at the start of their turn.

Attack. The false Eidolon makes a single Solipsist Gunblade attack.

Detect. The false Eidolon makes a Wisdom (Perception) check.

Rush (Costs 2 Actions). The false Eidolon moves up to its movement speed without provoking opportunity attacks.



Kitsune

Huge deity (elemental, eidolos), chaotic neutral

Armor Class 20 (natural armor)

Hit Points 345 (30d12 + 150)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	23 (+6)	20 (+5)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +13, Con +9, Wis +10

Skills Arcana +12, Deception +13, Nature +12, Perception +10, Stealth +13

Immunities fire, radiant; piercing, slashing and bludgeoning from nonmagical weapons that aren't eidolic

Resistances piercing, slashing and bludgeoning from weapons that aren't eidolic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 240 ft., passive Perception 20

Languages Elvish, Kitzish

Challenge 24 (62000 XP) **Proficiency Bonus** +7

Innate Spellcasting. Kitsune's spellcasting ability is Charisma. She can cast the following spells, requiring no material components:

- **At Will:** fireball, foxfire, teleport, unveiling gaze
- **1/Day Each:** blessed circle, firesage robe, firestorm, temple of the gods
- **2/Day Each:** catastrophic shield, disorienting scatter, volcanic ash, vorpal flames
- **3/Day Each:** desperate retreat, life transference, violent pillar

When Kitsune casts a spell, she can expend one use of another one of her limited spell uses to add the second spell's slot level to the first spell's level (maximum 9th level).

Legendary Resistance (3/Day). When Kitsune fails a saving throw, she can choose to succeed instead.

Seraphic Authority: Bestial Plight. Any beast or Kits'adria within 150 feet of Kitsune cannot be reduced to 0 hit points or killed outright unless they are at 1 hit point when they take damage, otherwise dropping to 1 hit point instead. When beasts within this range are reduced to 0 hit points and would make death saving throws they do not fall unconscious, and instead are capable of continuing to fight until killed.

The range of this effect doubles for each size category Kitsune is above large.

ACTIONS

Multiattack. Kitsune makes three attacks. In fox form it makes a Bite and two Claw attacks. In humanoid form she uses her Nine-Branch Uchigatana.

Bite (Fox Form). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 7) piercing damage plus 20 (3d12) fire damage.

Claw (Fox Form). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage plus 13 (2d12) fire damage.

Nine-Branch Uchigatana (Humanoid Form). *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 13 (2d12) fire damage.

Cosmic Shard: Wheel of Heaven's Flame (Recharge 6). A spinning wheel of flame and light made of intricate interconnecting runic patterns appears in a space centered on a point Kitsune can see. All creatures in a cylinder centered there, which has a radius of 30 feet and a height of 60 feet, must make a DC 21 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) radiant damage on a failed save, or half as much on a successful one.

Bonus Actions

Change Shape. Kitsune assumes a form identical to her true form, but at any size from large to colossal. She may also turn into a small or medium humanoid, or back to her true form. Her statistics remain the same in any of these forms (except her size), but her claw and bite reach increase to 15 feet when she is gargantuan or larger.

LEGENDARY ACTIONS

Kitsune can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be taken at a time, and only at the end of another creature's turn. She regains spent Legendary Actions at the start of her turn.

Attack. Kitsune attacks with her Claws or Nine-Branch Uchigatana.

Aura of Reassurance (Costs 2 Actions). All creatures Kitsune chooses that can see her and are charmed, frightened, or paralyzed have those conditions removed. If they are beasts or elementals, they also gain 44 (8d10) temporary hit points.

Glamorous Presence (Costs 3 Actions). Up to 6 creatures Kitsune chooses within 120 feet of her must make a DC 21 Charisma saving throw. On a failure, they are stunned until the start of her next turn. A creature that succeeds their saving throw against this feature cannot be affected by it again for 24 hours.

Kitsune

The first eidolos and an aspect of Luxus; Kitsune was once a small fox companion raised by Luxus. Following Kitsune's death, the would-be goddesses' undying love for the beast led Luxus to ask her primary god to return the fox to her. The deed was done, and Kitsune was revived in a state connected to Luxus' own life force. When Luxus became an Eidolon their divine power poured into Kitsune, turning the fox into an elemental shape-shifting beast with nine tails that was well-versed in the arcane arts. In an effort to stabilize its chaotic elemental form the first eidolos was created.

Appearance. She often assumes a humanoid form that sometimes resembles a Kits'adria, and other times a Half-elf. She bears a striking resemblance to Luxus when in humanoid form, causing her to be depicted as the Eidolon's daughter on some occasions.

Her true form is a massive fox made of swirling red and white elemental energy, accompanied by nine magnificent tails. She can solidify into a beautiful white or orange form, but her natural state is one of pure fire and energy. Her size varies due to her ability to shapeshift into a beast of truly colossal stature, or into a humanoid form.

Unique Eidolos. Regular eidolos are reduced to sepherite and an eidolic armament when defeated, but due to Kitsune's unique connection to Luxus, she does not leave behind either. Instead, when she is killed, she vanishes and reforms in the *Last Camera* within Luxus' *Island of Beckoning* to regain her strength before returning to the Material Plane. This unique ability is the sole reason Nogistune has not yet confronted or tried to defeat her as - without the ability to permanently destroy an eidolos - Kitsune cannot be properly eradicated, and Nogistune does not feel confident she could trap Kitsune's soul at her current level of power.

Worship of Kitsune

Despite being merely an aspect of Luxus, Kitsune has worshippers across the world - though is seen as a lesser deity in comparison to the extent that the Eidolons are worshiped. Temples to Luxus are considered Kitsune's as well, but clerics that pray to Kitsune often err on the side of chaos more than those who pray to Luxus. Her dogma includes the devastation of crime and those who abuse nature, making her popular among druids.

Artifacts. Kitsune has two artifacts associated with her, prominently appearing on her person when assuming a humanoid form: the Nine-Branch Uchigatana and the Burning Fox Hide. The Uchigatana is a lesser constellequary that reacts to those who stand up for the natural order.

Divine Rank. Kitsune is a lesser deity under Luxus. She has no divine realm and prefers to stay within the Material Plane to perform whatever services Luxus requires of her. When she returns to the upper planes she resides in Luxus' *Island of Beckoning*, and can be often seen beside Luxus when she must make an appearance befitting an Eidolon.

Domains. Kitsune has many of the same divine domains as Luxus and some of her own, including Kits'adria, trickery, natural disasters, wilderness, fire, nature, rebirth, and beasts.

Rituals. Similar to Luxus, rituals of prayer to Kitsune involve flames; unlike her, however, the most common ritual is to write a prayer upon a dry piece of parchment and cut through it with a hot instrument (usually a knife or blade) causing it to ignite and burn away. Those who are devout to Luxus have also been known to pray very conveniently at campfires, throwing their prayers into an open flame and watching it combust irregularly fast.

Symbol. Kitsune's symbol is a circle with nine blade-like branches extending out and twisting in a clockwise pattern. These represent her tails, her children, and her magic.

Followers. Kitsune has hundreds of thousands of devotees, but as they overlap so strongly with Luxus' they lack a proper name. Druids that follow her sometimes call themselves Druids of the Nine Branches, referencing a legendary uchigatana with nine secondary blades that Kitsune's humanoid form wields.

Legacy. The First to Skulk are all considered Kitsune's children, and the Kits'adrian race was tooled in her and Luxus' image. For this reason the highest concentration of her followers are among them. She also passed on eight spells collectively called the Nine Branch Arts, though her followers and mages have noted that the name of the spells, her religious symbol, and the number of spells don't make sense: why only eight when the number nine is so prominent? It is often speculated that her cosmic spark, the Wheel of Heaven's Flame, is the ninth spell and is entirely impossible for a mortal to use without incinerating themselves.



Fox

Small beast, unaligned

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 40 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	14 (+2)	10 (+0)

Skills Stealth +2

Senses passive Perception 10 (15 with hearing or sight)

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The fox has advantage on Wisdom (Perception) checks that rely on hearing or sight (represented in their passive Perception).

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Fox

A calm and playful beast that can survive in a variety of different environments.

Fox Familiars. Foxes may agree to be taken on as familiars if treated well and serve as playful, heart-warming companions. When you cast *find familiar* you may choose to make a compliant fox into your familiar instead of another option, and when you do so you gain darkvision out to 60 feet. If you already have darkvision, your darkvision increases by an additional 30 feet instead.

Fox Spirit

The Fox Spirit is a guardian of the land which roams in small packs to protect nature and places of spiritual importance. These beasts may be conjured by mages or druids to allow the spirits of mistreated foxes to defend their kin. They are fey spirits that the common onlooker may interpret as ghosts but are in actual fact manifestations of the Feywild.

Fox Spirit

Medium fey, unaligned

Armor Class 14

Hit Points 69 (10d8 + 24)

Speed 50 ft., climb 30 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	3 (-4)	14 (+2)	14 (+2)

Skills Perception +4, Stealth +6

Resistances acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical attacks

Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Kitzish, but doesn't speak

Challenge 4 (1100 XP) **Proficiency Bonus** :: +2

Hunter from Beyond. The fox spirit can see creatures that are invisible as if they weren't, as well as see 60 feet into the Ethereal Plane when it's on the Material Plane and vice versa. It can attack creatures on either.

Incorporeal Movement. The fox spirit can move through other creatures and objects as if they were difficult terrain. It takes 6 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The fox spirit makes an Ethereal Bite and Ethereal Claw attack.

Ethereal Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Ethereal Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage.

Devastating Howl (Recharge 5-6). The fox spirit howls, causing all non-fey creatures within 15 feet of it to make a DC 14 Wisdom saving throw, taking 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

If there are other fox spirits within 30 feet of a howling fox spirit, they can use their reaction to use their devastating howl as well. Creatures caught in overlapping howls are only targeted by the first howl they're subjected to.





LEXIE HENDRIX, A KITS'ADRIAN ROGUE



Kits'adria

The following stat blocks represent some basic Kits'adrian warriors and individuals one might want to use in a campaign.

Kitz Ambusher

Assassins among the Kits'adria, usually trained to defend their packs and communities from outsiders. Kits'adria rarely use their talents for the purposes of being hired hands, but these talents can be exploited if the Kits'adria find themselves in a tough spot or dealing with unsavory organizations for long enough.

Kitz Ambusher

Medium humanoid (kits'adria), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +8, Int +4

Skills Acrobatics +8, Deception +5, Perception +8, Stealth +11

Resistances poison

Senses darkvision 60 ft., passive Perception 18

Languages Common, Kitzish

Challenge 8 (3900 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the ambusher has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ambusher scores against a surprised creature is a critical hit.

Evasion. If the ambusher is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ambusher instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The ambusher deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ambusher that isn't incapacitated and the ambusher doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The ambusher makes two weapon attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 25 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 25 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Disguise. The ambusher casts disguise self, requiring no components.

Bonus Actions

Change Shape. The ambusher transforms into a small fox or back into its true form, retaining its statistics except for its size, and its Strength and Constitution scores which become 10 in fox form. If reduced to 0 hit points it returns to its true form.

Kitz Druid

Naturally attuned to the lands they roam, Kitz'adria commonly turn to magic that further connects them to Somnus Domina. Druids like these often end up serving as Tail-Mothers and pack leaders, and hold respect when communal gatherings take place.

Kitz Druid

Medium humanoid (kits'adria), neutral good

Armor Class 14

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	11 (+0)	13 (+1)	18 (+4)	11 (+0)

Saving Throws Dex +7, Wis +7

Skills History +4, Nature +4, Stealth +7, Perception +7

Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Kitzish

Challenge 6 (2300 XP) **Proficiency Bonus** +3

Spellcasting. The druid is a 9th-level spellcaster. Its spellcasting ability is Wisdom. The druid has the following druid spells prepared:

- **Cantrips (at will):** create bonfire, druidcraft, primal savagery
- **1st level (4 slots):** cure wounds, entangle, ice knife, jump
- **2nd level (3 slots):** find traps, moonbeam
- **3rd level (3 slots):** dispel magic, wind wall
- **4th level (3 slots):** charm monster, guardian of nature
- **5th level (1 slot):** maelstrom, tree stride

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +3) piercing damage.

Earthly Charge (Recharge 5-6). The druid chooses up to three creatures within 30 feet of itself who all magically regain 21 (3d10 + 4) hit points. The next attack those creatures make before the end of their next turn has advantage.

Disguise. The druid casts disguise self, requiring no components.

Bonus Actions

Change Shape. The druid transforms into a small fox or back into its true form, retaining its statistics except for its size, and its Strength and Constitution scores which become 10 in fox form. If reduced to 0 hit points it returns to its true form.

Kitz Wildfighter

Warriors who protect their communities and hunt for food and supplies; wildfighters are proficient in hand-to-hand combat. When they're not out living their lives and wandering, many of this vocation can be found protecting their groves and temples.

Wildfighter

Medium humanoid (kits'adria), chaotic neutral

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +7, Con +5, Wis +4

Skills Deception +4, Perception +7, Stealth +10

Senses darkvision 60 ft., passive Perception 17

Languages Common, Kitzish

Challenge 5 (1800 XP) **Proficiency Bonus** +3

Innate Spellcasting. The wildfighter's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** dancing lights
- **1/Day each:** darkness, faerie fire, hold attacker, kellia's deceptive mark

ACTIONS

Multiattack. The wildfighter makes two weapon attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage + 11 (3d6) poison damage.

Hand Crossbow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw. On a failure the target is poisoned for 1 hour.

Disguise. The wildfighter casts disguise self, requiring no components.

Bonus Actions

Change Shape. The wildfighter transforms into a small fox or back into its true form, retaining its statistics except for its size, and its Strength and Constitution scores which become 10 in fox form. If reduced to 0 hit points it returns to its true form.

Reactions

Parry. The wildfighter adds 3 to its AC against one melee attack that would hit it.

Tides of Conquest

The pirates who collectively man the Tides of Conquest are an intrepid unit, and are experts at operating the equipment on their ship. They are all ruthlessly loyal to Magnesia - known to them as the Rose of the New World - and with high spirits they would follow her to the underworld and back.

Conquest Crewmate

These usual crewmates perform most of the basic duties on deck, including operating the sails, cannons, and the internal mechanisms that aid it when flying.

Conquest First Mate

Magnesia's first mate, her most trusted crew member, and always a Kits'adria who has proven they can mimic her and act in her place when she is absent or needs to keep up appearances. They are a talented fighter, commanding leader, and quick thinker. They are proficient in arcane arts learned while manning the Tides of Conquest, including being able to conjure the tides of the ocean to do their bidding.

Conquest Crewmate

Medium humanoid (any), chaotic good or chaotic neutral

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	9 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +2

Skills Acrobatics +5, Intimidation +2, Perception +3, Survival +3

Senses passive Perception 13

Languages Common and one other language (usually Elvish)

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Siege Operation. When handling siege equipment, one action from the crewmate can be used as two for that piece of equipment.

Springheel. During the first round of combat, the crewmate's movement speed is doubled and they have advantage on weapon attacks.

ACTIONS

Multiattack. The crewmate makes two Scimitar attacks.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 3) slashing damage.

Musket. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. **Hit:** 14 (2d10 + 3) fire damage.

Conquest First Mate

Medium humanoid (kits'adria), chaotic good

Armor Class 17 (studded leather)

Hit Points 112 (15d10 + 30)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Str +7, Dex +8, Int +4, Cha +7

Skills Deception +7, Insight +6, Intimidation +7, Perception +7

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Kitzish

Challenge 9 (5000 XP) **Proficiency Bonus** +4

Innate Spellcasting. The first mate's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At Will:** disguise self, gust
- **2/Day Each:** steel wind strike
- **1/Day Each:** haste, slow, tidal wave

Pack Tactics. The first mate has advantage on attack rolls made against targets when one of the first mate's allies are within 5 feet of their target and are not incapacitated.

Sneak Attack (1/Turn). The first mate deals an extra 18 (5d6) damage when it hits its target with a weapon attack that has advantage on, or when their target is within 5 feet of one of the first mate's allies that isn't incapacitated and the first mate doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The first mate makes three weapon attacks. It can replace one of these attacks with a Hand Bomb.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 15 (3d6 + 4) slashing damage.

Rifle. Ranged Weapon Attack: +8 to hit, range 80/240 ft., one target. **Hit:** 21 (3d10 + 4) piercing damage.

Hand Bomb (3/Day). The first mate throws a handheld bomb at a point within 40 feet that it can see. All creatures in a 10-foot-radius sphere centered on that spot must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Change Shape. The first mate transforms into a small fox or back into its true form, retaining its statistics except its size, and its Strength and Constitution scores which become 10 in fox form. If reduced to 0 hit points it returns to its true form.

Adrenaline Rush (2/Day). The first mate gains 21 (2d10 + 10) temporary hit points and immediately takes the Dash or Disengage action.

Conquest Mythdog

The bards who stay with the Tides of Conquest are jokingly called mythdogs and do their part to keep spirits high. Magnesia encourages the redpaw Kits'adria who serve under her to take note of the many tales they spin together, and they take on this role (usually in disguise like her, but not always). The mythdogs are privileged to Magnesia's true identity, and help to suffocate rumors about her on board.

Conquest Mythdog

Medium humanoid (kits'adria), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +6, Cha +6

Skills Performance +6, Perception +5, Survival +5

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 15

Languages Common, Kitzish

Challenge 5 (23000 XP) **Proficiency Bonus** +3

Innate Spellcasting. The mythdog's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At Will:** disguise self, charm person, skywrite, vicious mockery
- **3/Day Each:** comprehend languages, cure wounds, healing word
- **2/Day Each:** cloud of daggers, hold attacker, hold person, shatter
- **1/Day Each:** major image, polymorph, power word repel

Hearty Restitution (1/Day). When the mythdog is reduced to 0 hit points, they are reduced to 14 (1d10 + 8) hit points instead.

ACTIONS

Multiattack. The mythdog makes two Shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) piercing damage.

Flintlock Pistol. Ranged Weapon Attack: +6 to hit, range 40/120 ft., one target. **Hit:** 14 (3d6 + 3) piercing damage.

Bonus Actions

Bardic Inspiration (3/Short or long Rest). One creature that can see or hear the mythdog within 60 feet of them gains a bardic inspiration for 10 minutes or until they use it. They can only have one at a time. When they make an attack roll, ability check, or saving throw they can choose to spend it, adding 1d8 to the total of that roll.

Change Shape. The mythdog transforms into a small fox or back into its true form, retaining its statistics except its size, and its Strength and Constitution scores which become 10 in fox form. If reduced to 0 hit points it returns to its true form.



The Tides of Conquest

The Tides of Conquest is an ancient ship from the Old World which was restored by Magnesia and her followers after they found it half-buried in a battlefield in the Strikelands. Left to rot after the war against the Grand Primaries, this ship is powered by a massive slab of enchanted crystal that has an unknown origin, and seems to be the only one of its kind. The ship is somewhat sentient, can reject the option of moving, and has been known to be temperamental. It took to Magnesia however, and obeys her commands even when she is not present.

Airship Nature. The ship cannot be targeted like a creature, except by spells that deal damage (and only then, it only takes damage and does not suffer or benefit from other effects unless they specifically target vehicles or airships). It can be targeted as if it is an object. The airship counts as both a structure and siege equipment.

Air and Waterborne. The ship can function as a ship on the sea with very little notice, appearing to be an old, Elven-looking galleon. When it turns into an airship it undergoes a partial transformation, engaging external engines to allow it to move through the air. It has landing gear necessary to dock on land, though the ship's temperaments lean toward wanting to recline in water.

Capacity. The Tides of Conquest can carry up to 20 tons of cargo, including a crew of 50 and room for 30 more passengers.

Station Operation. The airship's statistics are split into various "stations", all of which require a certain number of crewmates to operate. The crewmates of the ship are very capable at utilizing its weaponry thanks to years of experience and familiarity.

Each station lists how many of it exist on the ship, and how many times they can collectively be used each round. Crewmates operate the stations on their own turns (readying their actions at stations until enough are ready to activate it), but the ship's turn in initiative represents when the ship's stations become usable again.

Each section has a hit point total, but the ship's main hit point total is its hull. If the hull is destroyed the ship will cease operation, but individual damage to its component stations deals half the damage they would take to the hull as well.

The hull and each station can withstand damage up to their listed threshold without being harmed. If an attack or effect does less than that amount when it hits or harms them, they take no damage.

Tides of Conquest

Tremendous vehicle (120 ft. x 25 ft)

Armor Class 18

Hit Points 300 (threshold 20)

Speed seafaring 80 ft., fly (hover) 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	0	0	0

STATIONS (OPERATION)

Anchor (3)

Hit Points: 50 (threshold 15)

Uses: 1/round

The ship either lets loose its anchor or retracts it. The anchor has 300 feet of chain attached, and if there is ground or seabed to hook onto within that range, the anchor will prevent the Tides of Conquest from moving. If let loose or retracted, the anchor's effects on the ship will take effect at the start of its next turn.

Change Mode (4)

Hit Points: 100 (threshold 20)

Uses: 1/round

The ship engages its transformation between being a seafaring vessel to being an aerial vessel, or vice versa. Once engaged, it shifts into the other mode as of the start of its next turn.

Helm (2)

Hit Points: 75 (threshold 10)

Uses: 1/round

The helm is the control station for the vessel where its captain or first mate can operate it. It requires one of them to use it, as well as a spotter to relay information back to them about their position. When this station is used, the Tides of Conquest has advantage on all saving throws until the start of its next turn. If not a crewmate, the creature acting as a spotter must have proficiency in Wisdom (Perception) checks. If Magnesia mans this station she does not need a spotter.

Seaward Engine (2)

Hit Points: 100 (threshold 15)

Uses: 2/round

Operation of the engines and sails. The seaborne vessel moves up to its seafaring movement speed (80 feet). When traveling at a normal pace, it can move 9 miles per hour, or 216 miles per day.

Skyward Engine (3)

Hit Points: 100 (threshold 15)

Uses: 2/round

Operation of the engine, sails, and balancing mechanisms. The airborne vessel moves up to its flying movement speed (120 feet). When traveling at a normal pace, it can move 327 miles per day.

STATIONS (OFFENSIVE)

Cannon (2)

Hit Points: 75 (8 on board)

Uses: 1/round each

There are four of these cannons on each side of the ship, set on the deck. This siege weapon functions like a cannon; it requires one action to load, one action to aim, and one to fire. When fired, it fires as a *Ranged Weapon Attack*: +6 to hit, range 600/2400 ft., one target. *Hit*: 48 (8d10) damage. When aimed, it attempts to hit the first target in its line of fire. If there are none it misses.

Hookshot (2)

Hit Points: 75 (4 on board)

Uses: 1/round each

There are two of these cannons on each side of the ship. These siege weapon functions identically to the cannon station, except that its load action represents recoiling its chain and piercing hook ammunition. It fires a massive hookshot as a *Ranged Weapon Attack*: +6 to hit, range 600 feet, one target. *Hit*: 28 (5d10) piercing damage. If this attack hits a structure, gargantuan (or larger) creature, or other vessel, it pierces its hull or skin, forcing them to make a DC 20 Strength saving throw. On a failure they are grappled, and neither the Tides of Conquest nor the target can take movement that pulls them away from each other.

If the Tides of Conquest or the grappled target does try to move away from the other, they must make a Strength contest against the other, and on a success they pull the other along with them but move at half speed. The only way to detach the grappling hook is to destroy the station.

The First to Skulk

The First to Skulk were the first of the Kits'adria, created by Kitsune to be their eyes and ears across the Material Plane and Feywild. These nine individuals performed their roles as spies and infiltrators for a thousand years before their duties were considered complete, and so were granted the ability to reproduce naturally. Legends are indecisive regarding the genetic origins of all Kits'adria: some accounts claim that all Kits'adria are descended from these nine, others that the nine used their arcane influence to create more Kits'adria to grant plentiful genetic diversity.

The First to Skulk were granted bodies that would die by old age (though they age at a fraction of their typical genetic speed), and a natural cycle of reincarnation that would protect their essence: if they were to die, their untethered soul would enter a newborn Kits'adria. They would live unaware of their purpose until they came of age, and roughly half a century into living would start to regain past memories and become who they were, albeit enriched by the perspective of their half-century of life.

These nine Kits'adria served as the leaders of their kind for a long while, until several of them fell to the temptations of the Shadowfell and pulled back from the society they had helped to build. They turned to coveting the power Kitsune had spread among them, and their greed led them down dark paths. Two of these individuals became yokai lords and let their temptations run wild, while the other turned to darker magic still and became a necromantic lich with a unique, immortal soul.

Elstrakin

Originally tasked with monitoring the Elves of early Somnus Domina, Elstrakin resides within the deepest reaches of Cu Chullis. She is the most well-known Tail-Mother among her people, serving as the center of the largest communal gatherings of Kits'adria in the modern age, but also disguising herself and operating under various other names and performing many duties within the ranks of her people.

She is a naturally talented archdruid, considered a wise prophet, and makes her home in a secret hidden temple somewhere in Cu Chullis. It has been often proposed that she has at all times existed as an advisor to the Elvish shogunates that rule Cu Chullis, assuming many different faces across the ages.

Elstrakin often allows young parentless Kits'adria to live in the temple while they are still in their youthful fox form, and among those children is the common rumor that she is one of the aspects of Luxus. This has no other evidence supporting it, but her closeness to the goddess remains a thing of mystery and a common topic of conversation among Kits'adrian kind.

Progeny. She is the progenitor of deepwood Kits'adria.

Prophet of Luxus

Elstrakin serves the role of prophet, and as such has the authority to use Luxus' Eidolic Tempering Chamber to commune with Luxus when she seeks guidance. This communication is rarely direct, and often in the form of visions that arrive after long periods of meditation. When Elstrakin has died or undergone the singeing, she leaves another Kits'adrian cleric or druid in her place as the prophet and grants them her ability to commune with the various wayfinder charms, Luxian alters and Deep Pause Guardians connected to her, though the ability to beseech Luxus is almost entirely lost when she does not hold the position.

The Singeing

One of the responsibilities Elstrakin exclusively overseas is the Singeing: the ritual whereby one of the First to Skulk has grown tired of their current life or has grown old, and seeks to be reborn. These events are a huge event for the Kits'adria, often accompanied by a huge communal gathering that involves revealing the identity of that First to Skulk who means to pass on as they give thanks to those who stood beside them.

During the ritual, Elstrakin helps them to sort through their final business in the world and determine how they might wish to return. The First to Skulk can return to any Kits'adrian body as long as it shares their subrace, and so Elstrakin helps to guide their soul and influence what their initial fifty or so years might look like. Once they have decided and enchantments have been placed upon them, Elstrakin oversees a cremation of their current body within a large chamber constructed as an arcane furnace. It is believed that in burning this way they commune with Luxus directly, who also plays a hand in their reincarnation.

In the wake of the ritual the remaining siblings mourn by way of celebration (even if they are keeping their identities hidden). The family of the lost sibling speaks of their accomplishments and contributions to their lives, and the Kits'adria who attend this gathering remain together for several days until Elstrakin speaks plainly about a prophecy pertaining to when and where the sibling will return, before dismissing the community back to daily life.

Elstrakin's Lair: The Deep Pause

Elstrakin's temple is a living sanctuary, built as a meeting place for the First to Skulk in ancient days, and left to her to watch over. She lives here with a select bloodline of Kits'adria who keep her secrets and protect her (something that has become more important since the rising of The First to Consume).

This temple is used as the testing ground for Kits'adria who want to engage in service directly for Kitsune or Luxus, and are granted the divine right to commune with them should they succeed. It is the location of one of the ancient Dynasty Eyes: magical installations used to scry freely, and as a teleportation network for those who know how to use them.

Defeating Elstrakin in her lair earns an additional 8000 xp.

Lair Actions

On initiative count 20 (losing initiative ties), Elstrakin can take a lair action to cause one of the following effects. She cannot use the same effect two rounds in a row.

Repelling Vines. All creatures within 15 feet of Elstrakin are grappled by vines that try to pull them away, and must make a DC 17 Strength saving throw. On a failed save, each takes 9 (2d8) bludgeoning damage and is pulled to any space within 30 feet of where they were.

Singing Ages. The voices of Kits'adria from across the ages rise up in harmonious song. Up to three creatures Elstrakin chooses must succeed on a DC 17 Charisma saving throw or be charmed by Elstrakin. This effect ends if Elstrakin or any of her allies hurt or take hostile action against the charmed creature.

Spell Recovery. Elstrakin rolls 1d6+1 and regains a spell slot of that level or lower.

Entanglement. Elstrakin chooses up to five creatures in a 20-foot-radius sphere centered on a point she can see. Vines and roots spring up to latch on to them, forcing those targets to make a DC 17 Strength saving throw. On a failure, they are restrained by the vines until Elstrakin uses a different lair action. Creatures restrained this way can use their action to attempt a DC 17 Strength check, ending the effect on a success.

Elstrakin

Medium humanoid (kits'adria), chaotic good

Armor Class 22 (natural armor, wisdom)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +10, Wis +9, Cha +10

Skills Nature +12, Perception +14, Stealth +10, Survival +8

Immunities acid, poison

Condition Immunities charmed, poisoned, exhaustion

Senses darkvision 120 ft., blindsense 30 ft., passive Perception 24

Languages All

Challenge 16 (15000 XP) **Proficiency Bonus** +5

Free Movement. If Elstrakin is restrained or grappled, she can escape the effect grappling or restraining her by spending 5 feet of movement.

Innate Spellcasting. Elstrakin's spellcasting ability is Wisdom. She can innately cast the following spells, requiring no material components:

- **At will:** alter self, charm person, disguise self, seeming, system flush
- **3/Day each:** charm monster

Instinct Caster. Elstrakin does not require components to cast her Druid spells, and can do so even when in fox form.

Keen Perception. They have advantage on Wisdom (Perception) checks (reflected in her passive Perception).

Legendary Resistance (2/Day). When Elstrakin fails a saving throw, she can choose to succeed instead.

Magic Weapons. Elstrakin's attacks are magical.

Spellcasting. Elstrakin is a 13th-level spellcaster. Her spellcasting ability is Wisdom. Elstrakin has the following spells prepared:

- **Cantrips (at will):** druidcraft, frostbite, primal savagery, shillelagh
- **1st level (4 slots):** cure wounds, entangle, faerie fire, healing word
- **2nd level (3 slots):** flame blade, foxfire, moonbeam
- **3rd level (3 slots):** agitated pulse, call lightning, hold attacker, tidal wave
- **4th level (3 slots):** blight, dominate beast, flash cure
- **5th level (2 slots):** awaken, elstrakin's instant bounty, greater restoration, wrath of nature
- **6th level (1 slot):** bones of the earth, heal, investiture of wind, sunbeam, transport via plants
- **7th level (1 slot):** elstrakin's loving embrace, mirage arcane, whirlwind

ACTIONS

Multiattack. Elstrakin makes three weapon attacks, one of which she can replace with casting a spell with a casting time of 1 action.

Nail Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 9 (2d8) acid damage.

Quarterstaff of Splendid Smiting. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. When Elstrakin hits a creature with this weapon she can spend a spell slot to deal extra damage to that creature equal to 1d8 acid damage per slot level.

Bonus Actions

Change Shape. Elstrakin transforms into a medium fox or back to her true form while retaining her game statistics. This transformation ends if she is reduced to 0 hit points, at which point she returns to her true form. When transformed into a fox, her equipment becomes a part of her unless her fox form can wear it, and she can wield a single one-handed weapon in her mouth.

While in fox form, Elstrakin can still speak any language she knows.

Reactions

Tree Dodge. In response to a weapon attack being made against Elstrakin, she can force her attacker to make a DC 17 Dexterity saving throw. If they fail or their attack misses, she teleports up to 30 feet away. If there is a tree nearby her attacker has disadvantage on their attack as long as she teleports into or adjacent to it.

LEGENDARY ACTIONS

Elstrakin can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. She regains spent Legendary Actions at the start of her turn.

Guidance. Elstrakin chooses three creatures who can see and hear her (including herself). Next time those creatures make an attack roll or saving throw before the end of her next turn, they have advantage on that roll.

Flee and Strike. Elstrakin moves up to half her movement speed without provoking opportunity attacks, then makes one Nail Strike attack against a creature within range.

Cast Spell (Costs 2 Actions). Elstrakin casts any spell with a casting time of 1 action.

Nature's Grace (Costs 2 Actions). Elstrakin and up to 5 creatures she chooses within 10 feet of her regain 27 (3d10 + 10) hit points.



Kellia

A wanderer who traveled with Magnesia, Kellia was an individual who preferred arid and hot environments. He watches over a community of Kits'adria that roam the Strikelands and guards the old battlegrounds of the War in One Moment, making sure that the Twilight Sentinel Eidolons don't begin to stir. He is a talented rogue and infiltrator.

Progeny. Kellia is the progenitor of caped Kits'adria.

Separated Siblings

Kellia was so affected by the deaths of Everest and Springmoon that he turned to isolation, seemingly adopting Everest's habit of seeking solitude. Shortly after his siblings were killed and the nature of Nogistune became evident, Kellia found himself unable to deal with the stress and anxiety of his family turning against itself. He underwent the Singeing so he could live in peace for a time, and so he did, but their newly reborn persona suffered from horrible nightmares about the deaths of their former siblings, which he wouldn't understand until summoned suddenly by Elstrakin. Though it broke tradition, his past life was revealed to him before his memories had fully returned.

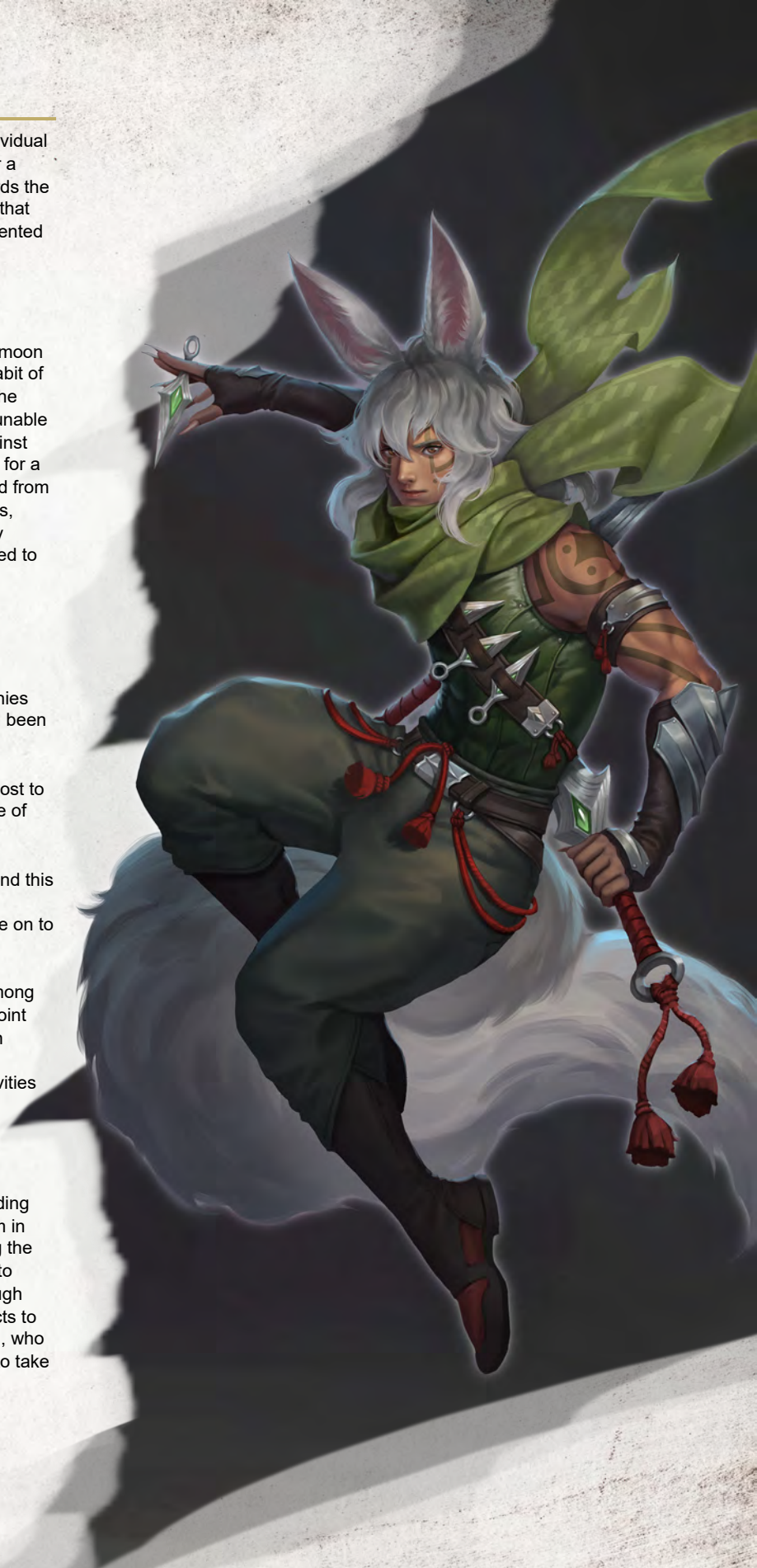
Kellia's Hunt

Upon Kellia's memories suddenly coming back to him, he determined he wouldn't be able to escape his anxiety and trauma. Kellia soon reunited with several Kits'adria companies from his past life who had outlived his rebirth, and who had been previously tasked with looking into various leads during his rebirth: all contributing to seeking out the means by which Nogistune had achieved lichdom. Though their name was lost to time, Kellia found a dark mage who had been sealed in one of Vestias' vaults who understood undead on a level hitherto unseen. This mage had been unsealed by Nogistune in exchange for his services, and Kellia deemed it crucial to find this mage and discern exactly what happened.

Armed with this information, he found the mage had gone on to begin founding an elaborate cult that resembled a criminal organization. After hundreds upon hundreds of years of infiltration, Kellia finally managed to impose themselves among their ranks and started climbing them, trying to get to the point where they can meet this dark mage face-to-face and learn everything possible about Nogistune's transformation and activities. Furthermore, Kellia has taken issue with the activities of this particular organization, which lives in the shadow of Retia's royal family.

Interest in Luxus

Kellia has an interest in finding the artifacts of Luxus, including their constellequaries and primal gemstone. He wants them in order to combat the growing unrest in the world concerning the gathering of those ancient items, and wants to do his duty to Kitsune through the safeguarding of Luxus' weapons. Though unspoken, his siblings suspect he intends to use the artifacts to hunt down and take revenge against The First to Consume, who conspired against Springmoon together and were the first to take members of his family from him.



Kellia

Small humanoid (kits'adria), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 195 (30d8 + 60)

Speed 40 ft., climb 40 ft., burrow 30 ft (fox form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	14 (+2)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +11, Con +11, Wis +9

Skills Deception +10, Perception +9, Stealth +17, Survival +13

Resistances poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 19

Languages Common, Elvish, Kitzish, Orcish

Challenge 14 (11500 XP) **Proficiency Bonus** +5

Evasion. When Kellia would make a saving throw to take only half damage from an effect, he instead takes no damage on a success and only half damage on a failure.

Free Movement. If Kellia is restrained or grappled, he can escape the effects grappling or restraining him by spending 5 feet of movement.

Innate Spellcasting. Kellia's spellcasting ability is Wisdom. He can innately cast the following spells, requiring no material components:

- **At will:** alter self, charm person, disguise self, seeming
- **1/Day each:** free meadow, steel wind strike
- **2/Day each:** boomerang weapon, hold attacker, kellia's deceptive mark

Magic Weapons. Kellia's attacks are magical.

Keen Perception. Kellia has advantage on Wisdom (Perception) checks (reflected in their passive Perception).

Sneak Attack (1/Turn). When Kellia scores a hit with a weapon attack on which he has advantage or one of his allies is within 5 feet of his target, that attack deals an extra 28 (8d6) damage of that weapon's damage type. He can only use this feature on attacks made with light, finesse, or ranged weapons.

ACTIONS

Multiattack. Kellia makes three weapon attacks.

Shortsword. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 11 (2d10) poison damage.

Poison Throwing Knife. Melee Weapon Attack: +11 to hit, reach 5 ft., one target or **Ranged Weapon Attack:** +11 to hit, range 40/120 ft., 1 target. *Hit:* 13 (2d6 + 6) piercing damage plus 11 (2d10) poison damage

Teleslayer (Recharge 5-6). Kellia teleports to an unoccupied space adjacent to one creature he can see within 240 feet, and immediately makes two weapon attacks with advantage against them.

Bonus Actions

Bamboozle. Kellia bobs and weaves in such a way as to force one creature within 30 feet of him to make a DC 17 Wisdom saving throw. On a failure, Kellia has advantage on all attacks made against them until the start of his next turn.

Change Shape. Kellia transforms into a medium fox or back to his true form while retaining his game statistics. This transformation ends if he is reduced to 0 hit points, at which point he returns to his true form. When transformed into a fox, his equipment becomes a part of him unless his fox form can wear it, and he can wield a single one-handed weapon in their mouth.

Cunning Action. Kellia takes the Dash or Disengage action.

Poison Master (Recharge 4-6). Kellia can coat his shortsword or nails with one of the various arcane poisons he possesses, which remains potent for 1 minute or until a creature fails the save against it. When that weapon hits a creature they must make a DC 17 Constitution saving throw, suffering from the effects of the poison on the success. When applying the poison he chooses one of the following effects:

- **Deathwood.** The target takes 17 (3d10) necrotic damage immediately and is poisoned for 1 minute.
- **Tendonrot.** The target is Paralyzed for 1 minute.
- **Creeping Agony.** The target suffers 5 (1d8) poison damage at the start of each of their turns for 1 minute.

A creature afflicted with these effects repeats the saving throw at the end of each of their turns, ending the effect on a success.

LEGENDARY ACTIONS

Kellia can take 2 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. He regains spent Legendary Actions at the start of his turn.

Attack. Kellia makes a weapon attack against a creature within range.

Flee. Kellia moves up to his movement speed without provoking opportunity attacks.

Vanish. Kellia turns invisible, as though by the *invisibility* spell, until the end of his next turn or the spell ends.

Kyuubi

Considered an aloof and despondent member of their kind, Kyuubi was said to have never bred or shared their skills with another. They trained under Luxus and became the first Sword Saint in Somnus Domina, focusing on their talents as a warrior to ensure they would be prepared for conflicts that might arise regarding Kitsune and Luxus. Her whereabouts is unknown, and her presence in the Material Plane is unconfirmed.

The Loose Number

The sword held by Kyuubi was forged alongside the constellequaries. Though not one itself, it was originally wielded by Luxus when she dealt with beings that didn't require the divine power of the more powerful constellequaries. When she ascended and Kyuubi took up the mantle of sword saint, she was gifted the Loose Number as a sign of graduation under the condition that Kyuubi keep Luxus traditions (a school of combat lost during the war against the Grand Primaries) alive and well in the world. This resulted in the teachings that would later be referred to by some as the ways of the Sword Saint, and much like how Kyuubi dedicated themselves to Luxus, these techniques allowed one to take on the talents and semblance of historic figures with specific styles of combat, creating a school of combat that focused on mimicry and refinement.

The weapon is forged with a gemstone blade made of spessartite garnet farmed from the remains of the second cosmic teardrop. Despite this, it was not made with the spark of divine power required to become a constellequary. Some of the First to Skull consider this weapon to be a sign of Luxus' favoritism toward her student.

The Cold Saint

Kyuubi rarely touches base with her kind, unless summoned directly. Even before the First to Consume appeared she seemed to suspect Nogistune of being on the wrong path, and on occasion had warned Magnesia and her crew of this while traveling together. Her most famous interaction with her siblings was when she confronted Tamamo no Mae after several hundred years of running rampant as a daiyokai, and was the one who defeated her and arranged for her to be sealed away in a large sealing stone in the remains of the guardian rock Kaiyo-Ha.

She has never once required the Singeing or requested Elstrakin's aid in reincarnation, and some of the siblings believe she has somehow retained her original body across the ages. As she has no progeny, Elstrakin suspects that Kyuubi's refusal to pass on her traits somehow prevented her from losing her physical immortality, though whether or not she knew this is beyond anyone's knowledge.

The Last Word

The last time Kyuubi was seen among her kind was during the time of mourning that followed Everest's death, when Magnesia was sent to retrieve his corpse. Kyuubi remained and spoke with Elstrakin in private for several days, as the two discussed their priorities and how they would proceed regarding their kin's betrayal. The conclusion of these talks saw Kyuubi leaving and wandering out into the world with some unknown purpose, of which Elstrakin has refused to speak openly about.



Kyuubi

Medium humanoid (kits'adria), lawful neutral

Armor Class 18

Hit Points 260 (40d8 + 80)

Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	14 (+2)	14 (+2)	22 (+6)	20 (+5)

Saving Throws Str +8, Dex +11, Con +5, Int +5, Wis +12, Cha +8

Skills Insight +12, Perception +10, Stealth +11, Survival +9

Resistances poison

Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., blindsight 30 ft., passive Perception 25

Languages Common, Elvish, Kitzish

Challenge 17 (18000 XP) **Proficiency Bonus** +6

Free Movement. If Kyuubi is restrained or grappled, she can escape the effect grappling or restraining them by spending 5 feet of movement.

Jack of all Trades. Kyuubi adds half her proficiency bonus (rounded down) to any ability check that doesn't already account for it.

Keen Perception. Kyuubi has advantage on Wisdom (Perception) checks (reflected in her passive Perception).

Innate Spellcasting. Kyuubi's spellcasting ability is Wisdom. She can innately cast the following spells, requiring no material components:

- **At will:** alter self, charm person, disguise self, seeming
- **1/Day each:** free meadow
- **2/Day each:** hold attacker

Legendary Resistance (3/Day). When Kyuubi fails a saving throw, she can choose to succeed instead.

Magic Weapons. Kyuubi's attacks are magical.

Pure Dragon Surge (Recharge 5-6). After Kyuubi takes an action on their turn, she can take a second action and possible bonus action.

Superior Critical. Kyuubi scores a critical hit on a d20 result of 18, 19 or 20

ACTIONS

Multiattack. Kyuubi makes four weapon attacks.

The Loose Number (Greatsword). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

When Kyuubi scores a critical hit with this weapon she regains hit points equal to the damage this weapon dealt. Damage from this weapon cannot be reduced by damage immunities or resistances.

Creatures cannot take reactions triggered by this weapon's attacks or damage.

Perfect Cut (Recharge 6). Kyuubi strikes cleanly through one target within melee range, forcing them to make a DC 18 Constitution saving throw. On a failed save, they are reduced instantly to 0 hit points. On a success, they take 44 (8d10) slashing damage as though from the Loose Number.

Bonus Actions

Change Shape. Kyuubi transforms into a medium fox or back to her true form while retaining her game statistics. This transformation ends if they are reduced to 0 hit points, at which point she returns to her true form. When transformed into a fox, her equipment becomes a part of her unless her fox form can wear it, and she can wield a single one-handed weapon in her mouth.

Cunning Vertical. Kyuubi takes the Dash action.

Wind Chain. All attacks made with one of Kyuubi's melee weapons can hit targets up to 60 feet away until the end of her turn, but these attacks still count as melee attacks.

Reactions

Falcon Wing Deflection. In response to an attack made against her, Kyuubi can add her proficiency bonus to her AC until the start of her next turn.

LEGENDARY ACTIONS

Kyuubi can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. They regain spent Legendary Actions at the start of her turn.

Flurry. Kyuubi makes up to two weapon attacks, taking one each against two different targets within range.

Restore Tranquility. Kyuubi escapes or ends any effect causing her to be paralyzed, stunned, or incapacitated.



MAGNESIA, ROSE OF THE NEW WORLD

Over her travels she became emboldened by her desire for discovery, and started adopting various personas as she traveled. She eventually came to be fond of one in particular: that of a pirate with a crew of shapeshifters. This wasn't always the case, but she soon started to attract a crowd of followers who wanted to join her adventures, many of whom would later be Kits'adria and lend validity to the rumors about her. She poses as an Elven pirate captain who goes by the title "Rose of the New World", shortened often to just "Rose". She would eventually unearth and restore her ship, the Tides of Conquest, and it would become her iconic vessel.

Skulker's Charter

When the First to Skulk need to travel they often contact and employ Magnesia's services. To this end she has a strong relationship with most of her siblings, and knows Kyuubi better than any of the others of the First to Skulk.

Reputation

Magnesia has featured in many legends where adventurers have required an aid traveling, or have looked to hire aid in particularly wondrous quests. She seems to always know where to be in order to involve herself in the affairs of others, and the good sense to assume a different identity among different groups. Magnesia has a heart of gold and is almost always willing to lend a hand to the heroic.

She has been known to involve herself with less than savory crowds, only to subtly sabotage their missions and efforts to keep them from reaching their goals.

Among Kits'adria she is usually the most well known: when she attends community gatherings she is rarely secretive about her appearance, showing up with a flashy aerial display using her ship.

When Magnesia starts becoming too famous in the outside world, she will undergo the Singeing to allow several decades without the Rose of the New World, and when they start to doubt she was real she retakes her position as part of her new life. Due to this passing of the torch to herself, sea-farers assume the Rose of the New World is a title that is passed down from pirate queen to pirate queen, and there have often been imposters.

Magnesia

Versatile and capable, Magnesia is an adventurous woman with a wild spirit. She serves most commonly as a close friend of Kellia, but she takes it upon herself to roam and wander, keeping the First to Skulk informed of each other's activities. She is a wild explorer known for her magical talents, and though few know it to be true, she holds the identity of a famous undying pirate who rules a famous ship - the Tides of Conquest - which is manned by a merry crew of wanderers and outcasts.

Progeny. Magnesia is the progenitor of the redpaw Kits'adria.

Uncharted Lands

Magnesia was given the role of searching the corners of the world to find anything that may have fallen outside of the Eidolons' gaze. Their influence extends only as far as the world's worship of them, so there would likely be many lands beyond the major continents of Somnus Domina that they don't know of. Magnesia became a sailor and wanderer who sought out such lands, also being the first to discover the shores of the Strikelands.

Magnesia

Medium humanoid (kits'adria), chaotic good

Armor Class 18

Hit Points 255 (30d8 + 120)

Speed 40 ft., swim 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	18 (+4)	14 (+2)	18 (+4)	23 (+6)

Saving Throws Dex +13, Wis +9, Cha +11

Skills Acrobatics +13, Perception +9, Stealth +12, Survival +9

Resistances poison

Immunities thunder

Condition Immunities frightened, stunned

Senses darkvision 240 ft., passive Perception 19

Languages Common, Elvish, Kitzish

Challenge 16 (15000 XP) **Proficiency Bonus** +5

Displacement. A shifting illusion causes Magnesia to be hard to track. Creatures have disadvantage on attack rolls against her unless they don't rely on sight or can see through illusions.

Free Movement. If Magnesia is restrained or grappled, she can escape the effect grappling or restraining her by spending 5 feet of movement.

Hearty Restitution (Recharges after Short or Long Rest). When Magnesia is reduced to 0 hit points or killed, she is reduced to 38 (5d10 + 10) hit points instead.

Innate Spellcasting. Magnesia's spellcasting ability is Wisdom. She can innately cast the following spells, requiring no material components:

- **At will:** alter self, charm person, disguise self, seeming
- **1/Day each:** find greater steed, magnesia's smothering voice, swift quiver, tsunami, word of recall
- **2/Day each:** arcane gate, chain lightning, fireball, tidal wave, volcanic ash
- **3/Day each:** catapult, compelled duel, gust of wind, hold attacker, jackal's luck, faerie fire

Keen Perception. Magnesia has advantage on Wisdom (Perception) checks (reflected in their passive Perception).

Legendary Resistance (2/Day). When Magnesia fails a saving throw, she can choose to succeed instead.

Magic Weapons. Magnesia's attacks are magical.

ACTIONS

Multiattack.* Magnesia makes three weapon attacks, two of which she can replace with casting a spell.

Nail Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Flintlock Pistol. *Melee Weapon Attack:* +13 to hit, range 40/120 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 9 (2d8) thunder damage.

Thunder Cannon (Recharge 5-6). Magnesia conjures two arcane cannons in the air behind her, and fires each at a point she can see within 120 feet. All creatures in a 20-foot-radius centered on each of those points must make a DC 18 Constitution saving throw, taking 63 (14d8) thunder damage on a failed save, or half as much damage on a successful one. Constructs have disadvantage on this saving throw, and inanimate objects and structures take double damage.

Any creature that fails their save by 5 points or more is deafened for 1 minute but repeats the save at the end of each of their turns, ending the effect on a success.

Bonus Actions

Change Shape. Magnesia transforms into a medium fox or back to her true form, while retaining her game statistics. This transformation ends if she is reduced to 0 hit points, at which point she returns to her true form. When transformed into a fox, her equipment becomes a part of her unless her fox form can wear it, and she can wield a single one-handed weapon in her mouth.

LEGENDARY ACTIONS

Magnesia can take 3 Legendary Actions, choosing from the Legendary Action options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. She regains spent Legendary Actions at the start of her turn.

Flintlock Shot. Magnesia makes a Flintlock Pistol attack against a creature within range.

Command Crewmates. Magnesia barks a command to up to three of her crewmates who can hear her, allowing them each to use their reaction to move up to half their movement speed and make a single weapon attack against a creature within range.

Cast Spell (Costs 2 Actions). Magnesia casts a spell with a casting time of 1 action.

Lair: The Tides of Conquest

The Tides of Conquest is a versatile galleon that was recovered from the Old World and restored using elements and materials from the crater that would later be known as The Cauldron. It is a living ship that refused to be tamed for a long time before it was broken by Magnesia's wild spirit, the two forming an eternal bond. It is more than a simple galleon, serving as an airship as readily as it serves as a vessel of the sea. This is a fact Magnesia tries to keep hidden, however.

So bonded to her is the ship that when Magnesia undergoes the Singeing, it will refuse to take to the skies and becomes merely a sea-faring vessel, and when she is born again it senses her spirit and sails as close as it can to find her, sometimes docking itself in a harbor for decades, waiting for Magnesia's memories to return and resume her post.

While it is present, Magnesia is considered to be within her lair and can use her lair actions to command it to act.

If Magnesia is defeated while she has access to the Tides of Conquest and its lair actions, an additional 7500 xp is awarded.

Lair Actions

On initiative count 20 (losing initiative ties), Magnesia can take a lair action to cause one of the following effects. She cannot use the same effect two rounds in a row.

Crying Hull. Until initiative count 20 the following round, the Tides of Conquest lets out a suffocating wail which roars across the surrounding land. This sound can be heard by all creatures within 2000 feet, and all creatures within 500 feet of the ship are unable to hear, are treated as deafened, and when they cast a spell must roll a Constitution save as if making a DC 18 concentration check, failing to cast the spell and wasting the action on a failure. Creatures concentrating on effects at the start of their turn must make this roll as well, losing concentration on a failure. Magnesia is unaffected by this effect.

Fire Cannons. The Tides of Conquest fires two of its siege weapons (choosing from its cannons and hook shots) at targets within range.

Summon Ship. As long as it is within 5000 feet of her, Magnesia causes her ship to sail quickly through the water or sky, moving up to its current movement speed as long as it ends its turn closer to her than it was. If it collides with a creature that is huge or larger it must stop, and otherwise any creatures it collides with must make a DC 18 Dexterity saving throw, taking 20d8 bludgeoning damage on a failed save. This feature can be used as long as the ship is within 5000 feet, and it can be used multiple turns in a row.

Wild Thrash. All hostile creatures who are on or within 15 feet of the Tides of Conquest are subjected to its turbulent thrashing and must make a DC 18 Dexterity saving throw. On a failure, they are knocked prone and take 20 (3d8 + 8) bludgeoning damage.

Fallen First to Skulk

There were originally nine members among the First to Skulk, and they all had effective immortality. Unfortunately, when Nogistune betrayed the First to Skulk she set into motion various plans to trap and consume her kin, and in two cases she has succeeded. Nogistune has devoured the souls of Everest and Springmoon, preventing them from ever being reborn so long as she remains in the world.

Everest

A more reclusive nomad who prefers the cold, Everest once roamed the uncharted northern reaches of the great untamed and unknown continent beyond Somnus Domina's northern seas. He was an assassin and warrior, but due to his habit of isolating,

he found himself an easy target for Nogistune when she turned to lichdom. He was killed and became one of the only permanent casualties among the First to Skulk.

Progeny. Everest was the progenitor of snowfield Kits'adria.

Everest's Defeat

The second of his kin to fall, Everest had spent much of his time hunting an ancient green dragon in the unnamed northern wastes of Somnus Domina where the beast was known to retreat when it was not hunting. This beast, Versellendrake, was an old and wise hunter. His hunt for it would prove to be his undoing, however, as Nogistune used the opportunity to entrap him.

His twisted sister, enriched by the divine power of Tamamo no Mae, Samaru and Springmoon, approached the dragon and warned it of her brother's arrival. It engaged her as an enemy, and the two found an understanding after the destruction of much of its lair. She told it that her sibling was stronger than her, but that she was willing to help it defeat him. The dragon was skeptical (as Nogistune presumed), so she offered a rotten olive branch: she would engage in a soul-binding contract with the beast:

"I will help you to defeat Everest, and in return I ask you to help me slay my kin and consume their divine powers. Should either of us fail, may our souls be forfeit."

He accepted, unaware that her loose wording had trapped him. She led the dragon to Everest, facing him in an open tundra he would have no advantage in, and with the beast's help she prevailed, using her newly developed magic to capture his soul. She then demanded the ongoing service of the dragon, showing her hand: she had agreed to defeat Everest, but Versellendrake was bound to help her consume *all* of her kin. The dragon then became one of her greatest allies, a compromise it would eventually benefit from and learn to accept.

Before he died, Everest used divination magic to send a distressed message to his remaining siblings, and warned them of what he was facing. He captured an illusory recording of his final battle and moments in a magic ring he carried to monitor and record his surroundings, and it is through this recording and his message that the remaining siblings learned of Nogistune's actions and involvement. Though a loner by nature, his final acts were to care for and warn his family of the danger they faced.

Springmoon

Springmoon had once served as a cleric who spread the word of Luxus and tried to enforce a civil perspective on the Kits'adria of the world. He ensured their wild species interacted with others in a way that wouldn't cause too much trouble and served as the moral center of the First to Skulk. He was romantically entangled with Samaru, and after Samaru turned to become a sukoshin, Springmoon's misplaced trust led to his death and subsequent consumption by Nogistune.

Progeny. Springmoon was the progenitor of dustmoon Kits'adria, and in Cu Chullis there is a temple where Kits'adria gather that is named the Springmoon Sanctuary in his honor. This is considered the most sacred place in Kits'adrian society, and gatherings of the First to Skulk will always occur here.

The Dustpelt Conclave

An association of Kits'adria that upholds the morals and traditions of Springmoon still exists. Though elusive, this group of clerics, paladins, and petal knights serves to reinforce the concepts of tolerance and extend an olive branch to other communities. They are also prepared for the actions of any of The First to Consume if they were to try to claim more of their progenitors. The word among Kits'adria is that within this conclave there is a troupe of heroic rangers and clerics who hide in the shadows, waiting to punish those who abuse the downtrodden, espousing grand

boasts of their achievements. This group of Kits'adria are the heroes of many impressionable young Kits'adria, and are known in their stories as the Moontail Knights.

Springmoon's Defeat

Springmoon was the first of the First to Skulk to be preyed upon by Nogistune, and this was by design: she saw his upright and divine nature as a threat to her influence as a prospective undead. While still alive, she made sure to study and track his efforts, knowing that if he ever discovered her after she completed her transformation he would not hesitate to turn against her. He had been the one to seal away Tamamo no Mae, after all.

Fittingly, Nogistune employed Tamamo in her efforts to ambush Springmoon. She unsealed Tamamo and used her to lure Samaru, Springmoon's partner, down the path of vanity so that he would seek the power and attention Tamamo had achieved. This proved to be a success, and in return for turning against Springmoon, Nogistune would help him become a daiyokai. Using a rendezvous with Samaru as bait, Nogistune revealed her newly realized powers as a lich against him while he lay unsuspecting, and when he turned to Samaru to aid him was betrayed and brought low.

Nogistune captured him, experimented on his soul within her stronghold in the Feywild, and used him to learn to extract the souls of her kin more efficiently; she developed her *soulbound vessel* spell, which she would soon use against Everest. First, however, she used a variation of it to bind the last vestiges of the mortal souls of Tamamo no Mae and Samaru, completing their transformation into daiyokai and consuming their willing divine power.

First to Consume

Those who betrayed the First to Skulk and abandoned the natural order are known as the First to Consume. Among their ranks are two daiyokai sukoshin who were once Kits'adria, and the other a lich who persists by exploiting their blessing of immortality. They are considered the enemy of the Kits'adria, all of which possess a memetic memory of them. Among their kind are various twisted Kits'adria and fox spirits who do their bidding.

The three that earned the title of the First to Consume are Samaru, Tamamo no Mae, and the lich Nogistune. The former two abandoned their roles to seek pleasure and indulgence, becoming sukoshin daiyokai within the Shadowfell. Nogistune, however, turned to a much darker path, aiming to trap and consume her fellow Kits'adrian progenitors so that she might devour her way up the food chain to become a god in Luxus' place. She is the dark shadow of Kitsune and the Kits'adria race.

Erased From History

When these three Kits'adria fell from grace, Luxus saw fit to wipe their influence from the future of the Kits'adria to reflect their corruption. The sub-species of Kits'adria that had once resulted from them ceased to be able to pass on their gene, and their children were born as other breeds of Kits'adria. Those who fought back against this punishment rebelled against Luxus, some becoming sukoshin and fleeing with their respective daiyokai, and others becoming undead or dark reflections of their past selves. Many undead Kits'adria follow Nogistune, hoping to be part of the pure Kits'adrian race she seeks to eventually create once she takes her proper place.

The Sukoshin Daiyokai

Samaru and Tamamo no Mae are spoken of among Kits'adria as if they were boogeymen, used to scare children and otherwise

appropriated as cautionary tales to warn of what happens if their kind gives in to dark or violent impulses.

Samaru

A vain man who did not hold the same morality as their brethren: who saw nothing wrong with stealing, killing, and deceiving. He saw the world as his and thought of the First to Skulk as demigods. He turned against his peers when he saw the life of luxury Tamamo no Mae had gained, and offered himself up to the Shadowfell to be freed from his morality and conscience.

Progeny. They were the progenitor of what was once known as blackwind Kits'adria, but their genetics have since vanished as a result of their corruption.

The Odd One Out

Samaru was always one of the more uncharacteristically dower members of the First to Skulk. He was issued orders to suppress and sabotage those who stood in the way of the Eidolon's war against the Grand Primaries, and in doing so became somewhat more cynical than the others. He frequently was shown that he stood head and shoulders above average mortals, and after a fateful encounter with a particular group of Primary worshippers who called him as such, he began to entertain the idea that they were akin to demigods.

As the years went on, Samaru often found himself in obscure corners of the world where he could train as a monk and learn about the natural world. He had little interest in mortal culture or the blooming Kits'adrian race, and his efforts were mostly focused on finding inner peace to quell the uncertainty of his spirit. He sought comfort in Springmoon, who had a warmth and stillness of heart that he envied, and the two became companions. Even this would not prove to be enough for Samaru, however.

From Monk to Fiend

Samaru often spoke to Tamamo no Mae about their shared views of the mortal realm, and what it owed to them. Both believed that their thousand years of service to the world plagued with destruction by the Grand Primaries deserved some kind of reward. Tamamo no Mae spoke often to Samaru about believing that mortal lives were fleeting, and so they should be considered playthings to be used for pleasure and entertainment. Samaru listened, and kept her descent into corruption secret.

When Tamamo no Mae began bridging the gap to become a sukoshin daiyokai, he could have stopped her. He had numerous chances to stand against her choices and pull her back to her senses. However, when the eleventh hour came, he allowed her to undertake the rituals that led to her being reborn as a daiyokai which held no regard for Luxus or Kitsune. Samaru wished her well in her life as she promised she would not threaten the societies they had helped to build: instead she planned to exploit and enjoy them from whatever seats of power she could claim.

Her elation and prosperity tempted Samaru; Springmoon's affection and his quest for inner peace were not enough to satisfy him. He found himself meditating at the sealing stone in Kaiyo-Ha that Tamamo no Mae had been sealed within, hoping to find clarity like she had, but one day he came to find the stone empty, and Tamamo no Mae freed.

Soon after Tamamo no Mae came to him, offering him the means to undertake her transformation. She asked only one thing in return: the betrayal of Springmoon to Nogistune, who had turned to lichdom. He battled her briefly and could have killed Tamamo no Mae, but once again the eleventh hour came, and he gave into his base instincts. He desired power, adoration, and freedom he felt he did not possess.

The Fallen Cleric

Samaru's role was simple: lure Springmoon into the open; leave him unarmed and vulnerable, long enough that Tamamo no Mae and Nogistune could ambush and trap him; then, when he flees, appear as an ally to Springmoon and offer support, only to turn against him. He did so, and in their final moments together his former lover couldn't bear to even look at him. Overwhelmed by guilt when he learned what Nogistune planned to do with Springmoon, he demanded Tamamo no Mae uphold her end of their deal. He became a daiyokai as well, and would later surrender what was left of his mortal soul to Nogistune to relieve himself of his lingering guilt. Thus he became one of the First to Consume.

Endless Lethargy

Samaru as a daiyokai gathers together those who are lost, and holds a temple in the Shadowfell where he trains warriors who serve as a harem for him. These monks and warriors treat him like a god, offering anything he wishes, and are collectively known by the name Blackwind Order. Among them are those who remained of the Blackwind Kits'adria, a breed that no longer exists. The Shadowfell's influence on them turned them into chaotic, vain warriors and assassins who age slowly and resent life in the "unenlightened" mortal world.

Lair: The Temple of the Blackwind Order

Samaru's temple is carved out of the earth in the Shadowfell, paralleling the location in the Material Plane where Springmoon's Sanctuary is located. It is a dark reflection of that place, where Samaru's followers and concubines gather and seek his guidance. Many of those within the temple are not there because Samaru wishes it: he offers it up to those who feel the world has scorned them and that they deserve more, and allows them a place to train and gain refuge. Those who train here inevitably end up falling under his sway, however, slowly coming to see him as the deity he believes himself to be.

If Samaru is defeated inside his temple, an additional 10000 xp is awarded.

Lair Actions

On initiative count 20 (losing initiative ties), Samaru can take a lair action to cause one of the following effects. He cannot use the same effect two rounds in a row.

Beckon Blackwind Acolytes. Samaru calls upon 1d6 Blackwind warriors, choosing between Blackwind Monks and Blackwind Cultists. He cannot do so unless he has two or fewer Blackwind warriors remaining at his side. Each monk he calls counts as 2 warriors.

Black Sun. The area is bathed in purple and black light until he takes his next lair action, serving as magical darkness for all creatures that are hostile to him. He and his allies are unaffected.

Striking Nail. Samaru is aided by a wind that flows about him and grants him smooth, tranquil movement. For this round his movement does not provoke opportunity attacks, and all attacks he makes have advantage.

Upon the Wheel. Black mind-lashing flames erupt around one target Samaru can see, burning them and any other creatures within 10 feet of them. Creatures within range must make a DC 20 Intelligence saving throw, taking 18 (3d12) psychic damage and 18 (3d12) fire damage on a failed save, or half as much on a successful one. Any creature who fails this save by 5 points or more is blinded until initiative count 20 the following round.



Samaru

Huge fiend (yokai, shapechanger), chaotic neutral

Armor Class 21 (natural armor)

Hit Points 255 (30d12 + 60)

Speed 60 ft., burrow 30 ft., climb 60 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	26 (+8)	16 (+3)	7 (-2)	18 (+4)	22(+6)

Saving Throws Str +9, Dex +12, Con +6, Int +4, Wis +5, Cha +12

Skills Athletics +12, Deception +12, Insight +8, Perception +10, Persuasion +12

Resistances piercing, slashing, bludgeoning

Immunities psychic; piercing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened, exhaustion, paralyzed

Senses blindsight 60 ft., darkvision 240 ft., passive Perception 20

Languages Common, Sylvan, and Elvish, telepathy 120 ft.

Challenge 20 (25000 XP) **Proficiency Bonus** +6

Enamored Charm. Samaru can keep up to 10 creatures charmed indefinitely, as long as it charmed them using a spell. Those charmed do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. Samaru's spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

- **At will:** charm person (7th level), detect thoughts, faerie fire, misty step
- **3/Day each:** dispel magic, hold attacker, major image
- **2/Day each:** hold person (4th level), polymorph, samaru's traumatic aggravation
- **1/Day each:** circle of death, heal, mislead

Improved Martial Critical. Samaru scores a critical hit on a d20 result of 19 or 20. When he scores a critical hit with a melee attack he deals an extra 2d10 damage.

Legendary Resistance (3/Day). When Samaru fails a saving throw, he can choose to succeed instead.

Magic Resistance Samaru has advantage on saving throws against spells and magical effects.

Magic Weapons. Samaru's attacks are magical.

Yokai Nourishment. Whenever Samaru scores a critical against a creature, he regains hit points equal to the damage dealt.

ACTIONS

Multiattack. Samaru makes three weapon attacks, one of which he can replace with a spell that has a casting time of 1 action.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 6 (1d10) psychic damage.

Slicing Nails. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 25 (3d10 + 8) slashing damage and 6 (1d10) psychic damage. Once per turn, when Samaru hits a creature with this attack they must succeed on a DC 20 Constitution saving throw or be stunned until the end of Samaru's next turn.

Deathclaw (Recharge 5-6). When Samaru hits with a slicing nail attack, instead of dealing damage or stunning his target he can unleash a whirlwind of imperceptible strikes, forcing them and all creatures he chooses within 15 feet of his target to make a DC 20 Dexterity saving throw. On a failure, they take 65 (10d10 + 10) slashing damage.

Shadow Gate (Recharges after a Long Rest). As an action, Samaru can replicate the effects of the *shadow gate* spell.

Bonus Actions

Change Shape. Samaru can transform into a medium or smaller humanoid creature, into the form of a regular fox, back to his true form, or into the form of a small single-tailed fox. His statistics remain the same across his forms (except their size).

Flurry of Blows. Samaru makes two Slicing Nail attacks.

Swift Action. Samaru takes the Dodge or Dash action.

Reactions

Charmed Guardian. In response to being targeted by a weapon attack he can see, one creature charmed by Samaru moves up to its movement speed to a space adjacent to the attacker or Samaru, and becomes the attack's new target.

LEGENDARY ACTIONS

Samaru can take 2 Legendary Actions (plus 1 for every three conscious creatures he is in combat with, maximum 4), choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. He regains spent Legendary Actions at the start of his turn.

Attack. Samaru makes a Bite or Slicing Nail attack.

Cast Spell. Samaru casts a spell with a casting time of 1 action.

Impulse to Betray (Costs 2 Actions). Samaru makes an almost imperceptible gesture, and forces two creatures it can see within 120 of him to make a DC 20 Charisma saving throw. On a failed save, each of those creatures moves up to half their movement speed and makes a weapon attack against a creature the sukoshin chooses.

Tamamo no Mae

A sorceress and swordswoman who thought of the divine power within her as something that had yet to be tempered, and sought more from life. She turned to the Shadowfell for answers and used her magic to take it into herself and became twisted. Once she became a sukoshin daiyokai, she returned to the Material Plane and started using her influence to disguise herself as a noblewoman to infiltrate noble houses and seize control of them. She succeeded for generations until she was supposedly sealed within a sealing stone in Cu Chullis. That seal was undone by Nogistune, however, and her services were gained in return.

Progeny. Her progeny were once called the kitterkin, but their genetics were prevented from reproducing by Luxus and mutated as a result, so are more commonly referred to now as megiscratch.

Arcane Talent

Tamamo no Mae was a talented swordswoman who briefly trained alongside Kyuubi, but is also the most magically talented member of the First to Skulk. Tamamo was responsible for helping Vestias salvage the weave that lay dormant without anyone to maintain and regulate it. She had hoped to take the role of the goddess of magic in Somnus Domina, but her talents were outshined by Vestias. She remained loyal to Luxus for her years of service, but became obsessive about refining her arcane talents in hopes of one day taking a seat among the gods as she felt she deserved. That day would never come, however.

The Mirror Attendance

After her service was released, Tamamo no Mae began training various apprentices and founded an order of Kits'adria and Elves who wanted to study under her. They were referred to as the Mirror Attendance, and she would eventually leave her role as archmage among them to one of her more talented students. The Attendance still exists in Cu Chullis, serving as one of the greatest points of contention for Retia's Academy. This circle of mages acts outside of the dynasties that control Cu Chullis, and is considered a neutral academy of arcane scholars.

In her later days among them Tamamo no Mae suspected there may be dissent among her pupils, especially among the few who knew her true identity as Kits'adria progenitor, and so she constructed a magic-bending artifact: the Mirror Spear. This weapon could reflect magic directed at her, disrupt the weave, and channel her own arcane power.

Fall from Grace

After leaving the Attendance, Tamamo no Mae began to covet the love and attention of the mortals who she felt benefited from the fruits of her labor. Their society was built upon the scarred world that the Eidolons had saved and replenished, and the First to Skulk had been instrumental in that. This train of thought would eventually lead her to study the yokai of the Shadowfell, which she came to refer to as "a collective imaginary refraction of the weave's inept management". She confided in Samaru about her studies, revealing that she had discovered some deep secret about the nature of yokai that she became enraged at Vestias about. In her studies she invented the sub-school of daemoturgy by replicating the powers of fiends, and eventually found how to fully bridge the gap to become a yokai herself.

When Samaru discovered her intention to invite an uncountable number of yokai into her body to cross over and become a yokai, he initially attempted to stop her. He overwhelmed and almost killed her, but she appealed to his lack of satisfaction by speaking of the adoration and obsession they could inspire in mortals if they simply decided to be everything they could be. Samaru relented, allowing her to become the first

sukoshin daiyokai, and many heretical students from the Mirror Attendance soon bridged the gap to join her as yokai of various sorts.

Pleasure and Capture

Tamamo no Mae went on to indulge in mankind's foolishness for several hundred years, using her charms and magic to infiltrate various noble families in Cu Chullis. She would live a life of wealth and indulgence, then once life began to bore her she would devour her partners and families before moving on to the next family. Eventually she was discovered by Kyuubi and Springmoon, who subdued and sealed her inside a sacred stone pulled from the landing site of the first cosmic teardrop. They stored it in a sacred ground protected by Cu Chullis' dragon of the east, the sea-spire Kaiyo-ha. They did so both because they could not manage to kill her permanently, and because killing their sister would bring them unimaginable pain.

Tamamo no Mae's Release

She would remain within Kaiyo-ha's sealing stone chamber until freed by Nogistune, who had a strong need for Tamamo no Mae's talents. Nogistune needed two things: to use Tamamo no Mae's arcane talents to oversee her full transformation into a lich, and to ambush Springmoon. Initially resistant to Nogistune's control and against such an act of untamed evil, Tamamo no Mae fought back, but was overpowered. She agreed to assist her, if only to get vengeance on Springmoon.

Tamamo no Mae aided in tricking and tracking Springmoon, then later forced Nogistune to make a soul-binding pact with her: Tamamo no Mae would turn over what remained of her mortal soul and divine power if Nogistune never tried to control her or fight her again. She agreed, and inadvertently completed Tamamo no Mae's transformation into a true daiyokai. She would later turn Samaru over to her side as well, once he begged to be released from his mortal concept of guilt.

Lair: The Foxfang Spire

Located in an approximately relative location that mirrors Kaiyo-ha, her lair following her release was named the Foxfang Spire. This spire of earth in the Shadowfell pierces the sky, granting her dominance over what would be the Shadowfell's country of Honokuni. In the Material Plane, Honokuni would later be swallowed up by Ravenloft, its equivalent in the Shadowfell flooded, and her spire became a long tower submerged in the middle of a dark ocean. Tamamo no Mae's followers fill its internal chambers, and she has made the Shadowfell's counterpart to the sealing stone chamber her primary ritual chamber.

From within the chambers of her lair, Tamamo no Mae is invested in her pet project: the restoration of the Old World's shadow weave, which she would use to defy Vestias.

If Tamamo no Mae is defeated within her lair, an additional 12000 XP is awarded.

Lair Actions

On initiative count 20 (losing initiative ties), Tamamo no Mae can take a lair action to cause one of the following effects. She cannot use the same effect two rounds in a row.

Arcane Recovery. Tamamo no Mae rolls 1d8, and regains a used spell slot of that level or lower.

Scatter. Tamamo no Mae forces up to six creatures she can see to make a DC 22 Charisma saving throw. She can teleport any creature that fails into any unoccupied space she can see within 100 feet of her.

Shadow Tangent. One creature benefiting from a spell effect must make a DC 22 Wisdom saving throw. On a failure, they take 1d10 irreducible damage multiplied by the spell level of the effect.

Tamamo no Mae

Huge fiend (yokai, shapechanger), lawful neutral

Armor Class 19 (natural armor)

Hit Points 255 (30d12 + 60)

Speed 60 ft., burrow 30 ft., climb 60 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	7 (-2)	15 (+2)	24(+7)

Saving Throws Dex +13, Int +5, Cha +14

Skills Deception +21, Insight +9, Perception +9, Persuasion +13

Immunities psychic; piecing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Condition Immunities charmed, frightened, exhaustion, paralyzed

Senses darkvision 240 ft., passive Perception 19

Languages Common, Sylvan, and Elvish, telepathy 120 ft.

Challenge 21 (33000 XP) **Proficiency Bonus** +7

Enamored Charm. Tamamo no Mae can keep up to 10 creatures charmed indefinitely, as long as she charmed them using a spell. Those charmed do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. Tamamo no Mae's spellcasting ability is Charisma. She can innately cast the following spells, requiring no material components:

- **At will:** alter self, charm person (7th level), detect thoughts, disguise self, faerie fire, misty step

Legendary Resistance (3/Day). When Tamamo no Mae fails a saving throw, she can choose to succeed instead.

Magic Reflection. Tamamo no Mae has advantage on saving throws against spells and magical effects. When Tamamo no Mae rolls a natural 20 on a save made against a spell targeting only her, she can redirect the spell to another viable target within 30 feet, using its original caster's save DC and attack bonus.

Magic Weapons. Tamamo no Mae's attacks are magical.

Spellcasting. Tamamo no Mae is a 15th-level spellcaster. Her spellcasting ability is Charisma. Tamamo no Mae has the following spells prepared:

- **Cantrips (at will):** acid splash, mage hand, minor illusion
- **1st level (4 slots):** sleep, witch bolt, vibrance sap
- **2nd level (3 slots):** crown of madness, hold person, hungering vortex
- **3rd level (3 slots):** agitated pulse, counterspell, dispel magic, hold attacker, hypnotic pattern, power word misfortune
- **4th level (3 slots):** confusion, polymorph, tamamo's arrowfall
- **5th level (3 slots):** dominate person, dream, mislead, modify memory
- **6th level (2 slots):** circle of death, heal, soul cage
- **7th level (1 slot):** power word dispel, prismatic spray, unweave
- **8th level (1 slot):** sunburst

Yokai Nourishment. Whenever she scores a critical against a creature, Tamamo no Mae regains hit points equal to the damage dealt.

ACTIONS

Multiattack. Tamamo no Mae makes three weapon attacks, one of which she can replace with casting a spell.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage and 6 (1d10) psychic damage.



Mirror Spear. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage.

Beheading (Recharge 5-6). All creatures within 10 feet of Tamamo no Mae while in humanoid form have a wire of arcane energy tied around their neck. They must each make a DC 21 Strength saving throw, taking 35 (5d10 + 10) slashing damage on a failed save, or half as much damage on a successful one. Creatures who fail are also bound by this arcane wire, taking 1d12 slashing damage at the start of each of their turns for 1 minute, during which period they cannot breathe. Creatures bound this way can attempt a DC 21 Strength check as an action against this effect, ending it on a success.

Creatures reduced to 0 hit points by this effect are decapitated, instantly dying.

Shadow Gate (Recharges after a Long Rest). As an action, Tamamo no Mae can replicate the effects of the *shadow gate* spell.

Bonus Actions

Change Shape. She can transform into a medium or smaller humanoid creature, into the form of a regular fox, back to her true form, or into the form of a small single-tailed fox. Her statistics remain the same across her three forms (except their size).

Love to Hate. Creatures charmed by the sukoshin (that it chooses) cease being charmed, and become frightened for 1 minute instead, during which time they take 6 (1d10) psychic damage at the start of each of their turns. All creatures frightened of it may attempt a DC 22 Wisdom saving throw at the end of each of their turns, ending the effect on a success.

Reactions

Charmed Guardian. In response to being targeted by a weapon attack it can see, one creature charmed by Tamamo no Mae moves up to its movement speed to a space adjacent to the attacker or Tamamo no Mae, and becomes the attack's new target.

LEGENDARY ACTIONS

Tamamo no Mae can take 2 Legendary Actions (plus 1 for every three conscious creatures it is in combat with, maximum 4), choosing from the Legendary Action options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. She regains spent Legendary Actions at the start of her turn.

Attack. Tamamo no Mae makes a weapon attack against a creature within range.

Impulse to Betray (Costs 2 Actions). Tamamo no Mae makes an almost imperceptible gesture, and forces two creatures she can see within 120 of her to make a DC 22 Charisma saving throw. On a failed save, each of those creatures moves up to half their movement speed and makes a weapon attack against a creature Tamamo no Mae chooses.

Nogistune

The most notorious of the First to Consume and a direct enemy of Kitsune, Nogistune fell from her good graces due to her hatred and selfishness. She resented being held in the sway of Luxus and Kitsune, and felt that her spark of divine power being connected to Kitsune was an unfair restriction. She searched for a way to elevate her station, and her answer came when she found and inadvertently unsealed an ancient arcane master from the primordial age preceding Somnus Domina. This entity thoroughly understood matters of undeath, the arcane, and divine ascension.

He granted Nogistune the means to become a lich, twisting her immortal nature to have her require no souls to sustain herself. Rather, her new form granted her the option of consuming the souls of her kin, ending their immortal lives, and taking their fragment of divine power into herself. She consumed the discarded divine power of Tamamo no Mae and Samaru in return for aiding them in different matters, and then with their help managed to ambush and devour Springmoon and Everest. She seeks to consume the other First to Skulk so that she may stand on par with Kitsune, and then once she were to consume Kitsune would challenge Luxus for the status of Eidolon.

Progeny. Nogistune was once the progenitor of the feeblecoat Kits'adria, but her genetics have since vanished.

Undead Nature. Nogistune doesn't require air, food, drink, or sleep.

Immortal Soul

Nogistune's blessing of immortality allows her to persist without the need for consuming pitiful mortal souls. Though she can do so to gain power and knowledge, she only seeks the souls of her former siblings. Her phylactery remains replete and full, regardless of what she consumes, and her body remains ageless and healthy. If she dies, she will reform near her phylactery with a copy of her body intact.

Dread Followers

Like other liches, Nogistune employs the power of many powerful undead forces. Due to her origins she also has the fealty of the Daiyokai Samaru and Tamamo no Mae, though she usually allows them to follow their own ambitions. She possesses a particular pet that she cherishes closely: a feathered ancient green dragon named Versellendrake who she has been known to ride about and send as a messenger to intimidate others.

Tailed Beast

Nogistune has five fox tails at present, earned by consuming the souls of her siblings. They represent her own soul, the souls of Everest and Springmoon, and the surrendered mortal souls of Tamamo no Mae and Samaru. The latter two ceremonially relinquished their souls to Nogistune as part of pacts made with them: their souls reside within her, and if they were to die in the Shadowfell and permanently vanish, those souls would fully integrate into her own. When she consumes the soul of one of her siblings she gains the magical arts named for them during their time as the First to Skulk.

Though previously she took great pain to consume her siblings, she developed a spell - Nogistune's Soulbound Vessel - which allows her to rip their soul from their dying body and imbibe it over time at a later date. Fully integrating the soul of another sibling would take her a full week of effort, during which time she hides away.

If she did achieve a full nine tails, she would almost entirely lose her sense of self and become a terrible beast beyond definition, which would serve as a dark reflection of Luxus and Kitsune.

Nogistune's Phylactery

Drowned in a lake of poison, her phylactery is a large jade statue of a fox that is roughly the size of a medium-sized creature. Its size was necessary due to the power of her divine soul. The phylactery is immune to all damage except radiant, has 50 hit points, 20 AC, and rolls a +8 on all saves that target it. If targeted with a spell that it succeeds on its save against or that fails its attack roll against, the spell's effects are reflected back at their caster, except using Nogistune's spell save DC and spell attack bonus rather than the original caster's.

While her phylactery exists, if Nogistune's body is destroyed she regains a new body in 1d10 days, regaining all her hit points and becoming active again. Her new body appears within 5 feet of her phylactery.



Lair: The Poxroot Catacomb

Nogistune's home base is a subterranean stronghold in the Feywild, blessed and protected by her daiyokai allies, which resides in the center of a large living forest that is twisted to her purposes. This massive pit descends into a variety of tunnels and caverns that are like a small city, of which she has enough influence over that she occasionally re-arranges and shifts it. At its center is a poison lake, where she sunk her phylactery to keep it hidden. In this swamp-like throne room, she practices her arcane magic and tests those who would serve her purposes. It is also in this chamber that she tormented her two uncorrupted siblings after capturing them, developing her soul-stealing magic before consuming them.

Defeating Nogistune in her lair earns an additional 15000 xp, and another 15000 xp if she uses her Undead Reinvigoration.

Lair Actions

On initiative count 20 (losing initiative ties), Nogistune can take a lair action to cause one of the following effects. She cannot use the same effect two rounds in a row.

Shuffle Victims. Nogistune targets up to five creatures she can see and forces them to make a DC 21 Charisma saving throw. On a failure, Nogistune can teleport the targets to any unoccupied space within 30 feet of her, or within 60 feet of where they were.

Spell Recovery. Nogistune rolls 1d8 and regains a spell slot of that level or lower.

Tormented Kin. Nogistune manifests the tormented souls of the First to Skulk she has consumed, and of the Kits'adria who have suffered at her hand, and forces them to wail in anguish. All creatures in her lair must make a DC 21 Wisdom saving throw, taking 32 (8d8) psychic damage on a failed save. The spirits then disappear.

Nogistune

Medium undead, chaotic evil

Armor Class 21 (natural armor)

Hit Points 260 (40d8 + 120)

Speed 60 ft., fly (hover) 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	26 (+8)	16 (+3)	22 (+6)	18 (+4)	18 (+4)

Saving Throws Dex +13, Wis +11, Int +14, Wis +11

Skills Arcana +13, Perception +11, Stealth +15, Survival +11

Resistances cold, lightning, necrotic

Immunities poison; bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, blinded

Senses truesight 120 ft., passive Perception 21

Languages Common, Elvish, Kitzish, Sylvan, Primordial

Challenge 24 (62000 XP) **Proficiency Bonus** +7

Arcane Multi-engine. Nogistune can simultaneously concentrate on a number of spells equal to half the number of tails she has (rounded up), all of which make, succeed, and fail concentration checks as if they were one spell. Furthermore, when she consumes the souls of other First to Skulk she learns to cast any spells named for them.

Legendary Resistance (3/Day). When Nogistune fails a saving throw, she may choose to succeed instead.

Spellcasting. Nogistune is a 20th-level spellcaster. Her spellcasting ability is Intelligence. She has the following spells prepared:

- **Cantrips (at will):** mage hand, necrosis, ray of frost
- **1st level (4 slots):** detect magic, shield, thunderwave
- **2nd level (3 slots):** orbs of spelljamming, shadow blade
- **3rd level (3 slots):** animate dead, counterspell, dispel magic, hold attacker
- **4th level (3 slots):** samaru's traumatic aggravation, tamamo's arrowfall
- **5th level (3 slots):** everest's isolated undoing, hold monster, power word break, shadow gate, scrying
- **6th level (2 slots):** circle of death, disintegrate, globe of invulnerability, vengeful beckoning
- **7th level (2 slots):** finger of death, springmoon's holy shield, power word slow, teleport
- **8th level (1 slot):** nogistune's soulbound vessel, power word stun
- **9th level (1 slot):** nogistune's negative edge

Undead Reinvigoration (Recharges after a Short or Long Rest).

When Nogistune is reduced to 0 hit points or killed outright and her phylactery has either been destroyed or cannot be reached, her current hit point total resets to 300, she loses concentration on ongoing spells, regains expended uses of her Legendary Resistance and one spell slot of each spell level, and can use the options in the "Mythic Actions" section for 1 hour. Award the party an additional 62000 xp (for a total of 124000 xp) for defeating Nogistune after her Undead Reinvigoration activates.

ACTIONS

Multiattack. Nogistune makes three weapon attacks, one of which she can exchange for casting a spell of 6th level or lower.

Paralytic Nail. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. **Hit:** 16 (2d8 + 7) necrotic damage plus 11 (3d6) cold damage.

When a creature is hit by this attack for the first time on a turn, they must make a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Bonus Actions

Disrupt Arcane. One creature Nogistune can see who is concentrating on a spell must make a DC 21 Concentration check, or lose concentration.

Teleport. Nogistune teleports to an unoccupied space she can see at a distance equal to or less than her remaining movement. If she teleports, half as much movement as she traveled is consumed for that turn.

LEGENDARY ACTIONS

Nogistune can take 2 Legendary Actions (plus 1 for every three conscious creatures she is in combat with, maximum 5), choosing from the Legendary Action options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. She regains spent Legendary Actions at the start of her turn.

Nail Attack. Nogistune makes one paralytic nail attack against a creature within range.

Cast Spell (Costs 2 Actions). Nogistune casts a spell using a spell slot of 6th level or lower, which must have a casting time of 1 action.

Ignition (Costs 2 Actions). Nogistune uses the effects of an ongoing spell that normally require one action or bonus action.

MYTHIC ACTIONS

If Nogistune's Undead Reinvigoration has activated, she can treat the following options as Legendary Actions:

Terrorizing Wave. Nogistune unleashes a wave of horror that targets all non-undead creatures within 60 feet of her who can see or hear her. Those creatures must succeed on a DC 21 Wisdom saving throw or else are frightened as though by the fear spell until the start of Nogistune's next turn.

Soul-Wrenching Vortex (Costs 2 Actions). Nogistune creates a vortex of necrotic energy centered on a point she can see within 120 feet and fills a 30-foot-radius sphere. All creatures in that space must make a DC 21 Constitution saving throw, taking 40 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. Nogistune gains temporary hit points equal to the damage all creatures take from this effect.

NOGISTUNE WITHIN HER LAIR



Beast of Cataclysm

This horrible form is the end result of Nogistune's desire to become a god. If she managed to consume the souls of all of her siblings, she would contort into an apocalyptic beast that resembles a horrific, twisted reflection of Kitsune. This form lacks much of Nogistune's tact, and the sheer power within would twist her mind into an intelligent, but ferocious beast. In this state, her only recourse is to kill and consume Kitsune itself, at which point she would advance beyond this form to become a god on par with an Eidolon.

Due to the chaotic state of this stage of her evolution, Nogistune's nature as a lich would come to an end. Her phylactery would shatter, and a form of mortality would be imposed on her undead form. As a god-like being, she would have the same sort of protection as an eidolos however, and could only be permanently killed by eidolic weaponry or damage.



Nogistune (Beast of Cataclysm)

Tremendous deity (undead), chaotic evil

Armor Class 20 (natural armor)

Hit Points 620 (40d20 + 200)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	28 (+9)	22 (+6)	20 (+5)	20 (+5)	20 (+5)

Saving Throws Str +16, Int +14, Wis +14, Cha +14

Skills Arcana +14, Insight +13, Perception +14

Resistances piercing, slashing, and bludgeoning from attacks that aren't eidolic

Immunities poison, necrotic; piercing, slashing, and bludgeoning from nonmagical attacks that aren't eidolic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned

Senses truesight 240 ft., passive Perception 24

Languages Common, Elvish, Kitzish, Sylvan, Primordial

Challenge 30 (155000 XP) **Proficiency Bonus** +9

Innate Spellcasting. Nogistune's spellcasting ability is Charisma. She can cast the following spells, requiring no material components:

- **At will:** dimension door, foxfire, shadow gate
- **3/Day each:** circle of death, counterspell, dispel magic, hold attacker
- **2/Day each:** disintegrate, everest's isolated undoing, kellia's deceptive mark, magnesia's smothering voice, power word stun, samaru's traumatic aggravation, springmoon's holy shield, tamamo's arrowfall
- **1/Day each:** nogistune's negative edge, teleport

All of her spells are cast as if they used a 9th level spell slot for the purposes of "at higher level" effects.

Legendary Resistance (5/Day). When Nogistune fails a saving throw, she may choose to succeed instead.

Regeneration. Nogistune regains 30 hit points at the start of her turn if she has at least 1 hit point.

ACTIONS

Multiattack. Nogistune makes a Bite attack and two Claw attacks. If in her humanoid form, she makes three Claw attacks instead.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 33 (4d12 + 7) piercing damage plus 13 (2d12) necrotic damage

Claw. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. **Hit:** 31 (4d10 + 9) slashing damage plus 6 (1d10) necrotic damage.

Wave of Unwhelming (Recharge 6). Nogistune releases a wave of paralytic energy. Everything within 200 feet of her must make a DC 23 Constitution saving throw, taking 86 (12d10 + 20) necrotic damage, and is stunned for 1 minute. A creature that is stunned may make a DC 20 Constitution saving throw at the end of each of their turns and also make this save with advantage each time they take damage. On a success, the effect ends.

Bonus Actions

Change Shape. Nogistune changes into either her humanoid or true form, either of which can be any size between medium and tremendous. Apart from her size, her statistics remain the same between both forms.

LEGENDARY ACTIONS

Nogistune can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Nogistune regains spent Legendary Actions at the start of her turn.

Bite. Nogistune makes a Bite attack.

Cast Spell (Costs 2 Actions). Nogistune casts a spell with a casting time of 1 action or faster.

Ignition (Costs 2 Actions). Nogistune invokes any effect of an ongoing spell effect that requires an action or bonus action.

Pause Walder

A cursed plant born from attempts to create guardians for the Deep Pause temple, but were considered failures by the Kits'adrian druids that created them. Though disposed of, the original walders mutated and their bodies released seeds that turned nearby plants into walders as well, spreading their kind across the nearby forests. Clerics of Cu Chullis and the Springmoon Conclave hunt and keep these beasts at bay, but some samples have been stolen away and used elsewhere by necromancers and evil druids who value them as servants.

These creatures are made of twisting wood, leaves, and sharpened bark. They often run on all fours like a beast, and can soak up spilled blood to sustain themselves in place of photosynthesis. They often appear like small twisted trees when inert, but can unwind and split their bark into spikes when sources of food are within range.

Walder Antimagic Weakness. Due to their arcane nature lesser walders have a critical weakness: if dispel magic is cast upon them, the caster may attempt a spellcasting check against the walder's armor class. If they succeed, the lesser walder is immediately destroyed. Walder trolls do not share this weakness.

Pause Walder

Medium plant, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	3 (-4)	6 (-2)	1 (-5)

Skills Perception +2

Vulnerabilities fire

Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Entangling Form. When the pause walder hits a prone creature with its bramble strike, that creature must succeed on a DC 13 Strength saving throw or be grappled and restrained by the walder (escape DC 13).

False Appearance. While it remains motionless, the walder is indistinguishable from a shrub or small tree.

ACTIONS

Brambling Strike. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

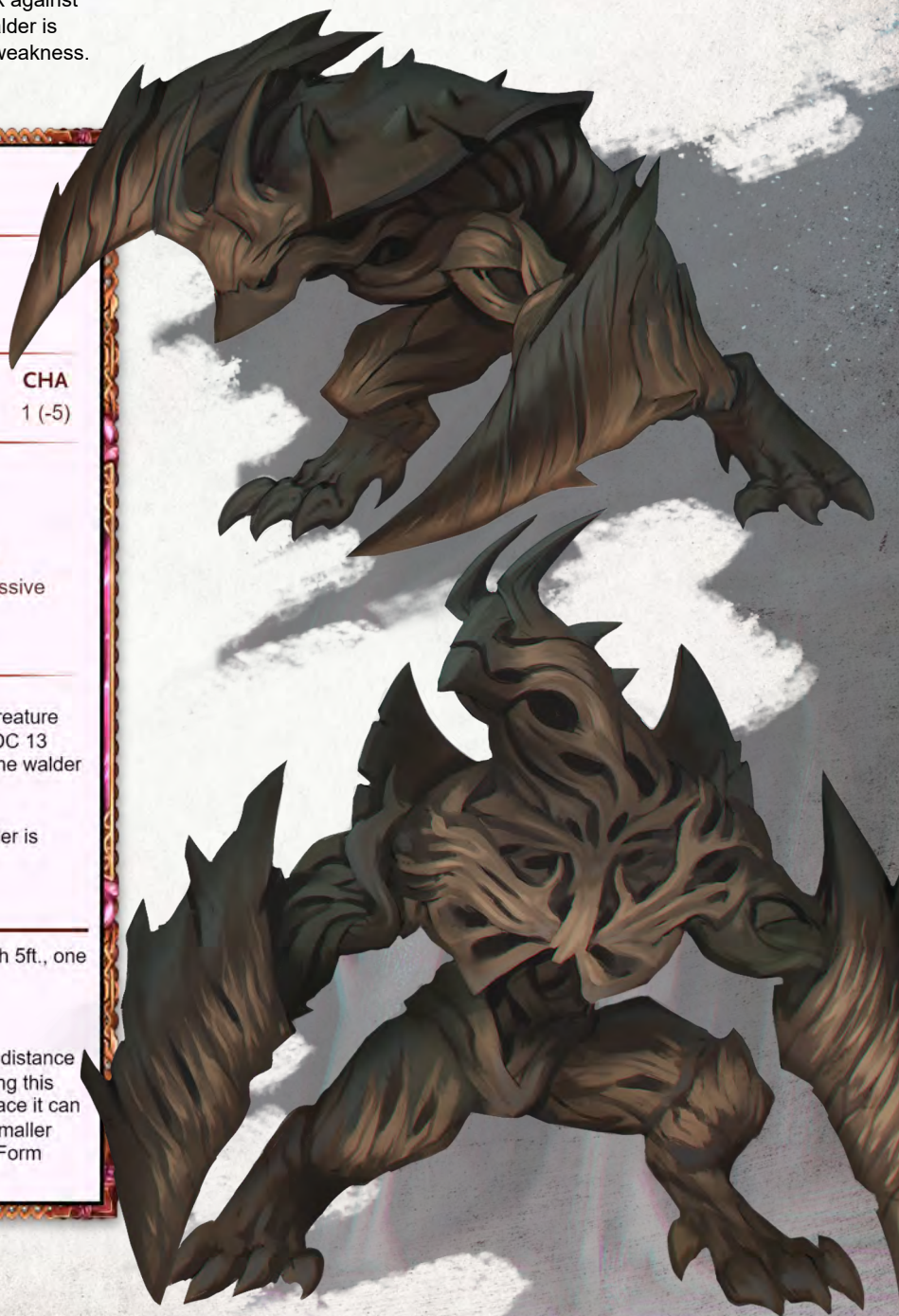
Bonus Actions

Leap. The pause walder jumps through the air, moving a distance equal to its remaining movement speed or less, consuming this movement in the process. If it collides with a vertical surface it can adhere to it without falling, and if it targets a medium or smaller creature in the space it lands in it can use its Entangling Form feature against them.

Walder Troll

When a group of walder become numerous enough that they cannot sustain themselves as a community, they will find a place deep within the woods or an underground cave, and will join their bodies together in a massive hive, forming a cocoon that begins selectively consuming the best components of its parts. This creation takes several months to be born, during which time some walders will remain detached to flee and find sources of water and blood to bring to the hive.

When the hive is born, the arcane power, nutrients, and strength of the lesser walders are merged into the greater beast. This massive wooden creature rearranges its components to look more like muscles, but is still a twisting mass of thorns, bark, and leaves. Its bestial form is always hungry, and will directly attack large prey and communities it finds nearby. These creatures are called walder trolls. The Dustmoon Conclave considers their elimination paramount, fearing what may come about if enough were created to join together into a greater hive.





Walder Troll

Huge plant, unaligned

Armor Class 16 (natural armor)

Hit Points 133 (14d12 + 42)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	16 (+3)	3 (-4)	11 (+0)	1 (-5)

Saving Throws Str +9

Skills Perception +6

Vulnerabilities fire

Resistances piercing, bludgeoning, and piercing from nonmagical weapons

Immunities poison

Condition Immunities blinded, deafened, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Challenge 8 (3900 XP) **Proficiency Bonus** +3

Bloodhound. The walder troll can see any creature within its blindsight range if they have blood or an equivalent, even if that creature is hidden or otherwise invisible to the walder troll's senses. Alternatively, the walder troll is blind to any creature without blood.

False Appearance. While it remains motionless, the walder is indistinguishable from a mass of dead trees.

Shifting Mass. The walder troll can condense its body down into a compressed state, allowing it to fit into and through spaces that would fit a medium or smaller creature.

ACTIONS

Multiattack. The walder troll makes two Brambling Strikes.

Bramble Strike. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 23 (3d10 + 6) piercing damage. If a medium creature is hit by this attack it is grappled (escape DC 19). The walder can produce as many as four appendages to either strike or grapple targets with.

Bloodletting Thorns. All creatures the walder troll is grappling must make a DC 16 Constitution saving throw. On a failure they take 17 (3d10) piercing damage, and the walder troll regains hit points equal to half the damage taken (except from creatures that have no blood). Hit points exceeding its hit point maximum are gained as temporary hit points.

Bonus Actions

Feast. If there are one or more dead or willing bodies of plant creatures within range of the walder troll's Bramble Strike, it absorbs them and their nutrients into itself. The creature's body is destroyed, and for each medium-sized plant it gains 3d8 temporary hit points. This amount increases by 9 (2d8) for every size category above medium.

Versellendrake

An ancient dragon, who is said to have lived since the age before Somnus Domina's creation and is one of a small number of primordial feathered dragons to live in the modern world. It does not require food, nor is its existence as simple as its physical shell. A recluse, it attempted to hide away from those who hunt it in the great northern expanses, as-of-yet untouched by modern civilization. However, it could not hide from the First to Skulk and so inevitably made a pact with Nogistune to strike back against Everest, his pursuer, before greater enemies were alerted to his position.

Primordial Dragons

At the dawn of recorded history, upon the creation of the Grand Primaries that threatened what would become Somnus Domina, there were a handful of ancient dragons who were exposed to the primordial energies that radiated across the world. Most creatures were beyond perceiving this energy's influence, but these dragons were magically attuned to the universe in such a way that they could harvest this power within themselves, and the result was a unique breed, feathered dragons, who became ageless supernatural beings. They played various roles in the battle between the Primal Gods and Grand Primaries, including playing a pivotal role in helping the Eidolons create the Eidomantic Web, the basis of all modern magic.

When the dust settled, Versellendrake was among the dragons who realized that growing powers, such as the Eidolons, were taking interest in their kind and so began setting up means to protect himself. He initially attempted to seize control of a growing community in the newly reformed world and create a personal utopia for himself, but several of his metallic counterparts denounced and overthrew him. Over time he tried many similar schemes but slowly isolated himself in the North.

Feathered Dragon Traits. Versellendrake does not require food, water, or sleep, is immune to the effects of extreme temperatures (but not damage types associated with them) and volatile environments, does not age, and its thoughts and location cannot be discerned magically.

Service to Nogistune

Versellendrake is bound to Nogistune's service by a soul-binding pact he engaged with her, which had greater implications than he had expected. Though trapped and forced to help her consume all of her siblings, he came to find this service somewhat liberating eventually. He had use and purpose beyond remaining hidden, and knowing that Nogistune's goal was to become the equal of an Eidolon, he counted on her eventual rise to power, protecting him from the ire of his kind and the Eidolons, as one of his feathered counterparts had done with Vadreem.

To act in Nogistune's service, Versellendrake learned some of her magic. In particular, her means of binding the essence of others in case he ever had the opportunity to defeat and retrieve the soul of one of the First to Skulk. As part of this deal, he also learned the power word recall, which allows him to return either to Nogistune's side instantly or to return to his lair in the frozen northern wastes.



Versellendrake

Gargantuan dragon (chromatic), chaotic evil

Armor Class 22 (natural armor)

Hit Points 533 (26d20 + 260)

Speed 60 ft., burrow 60 ft., fly 120 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	21 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +10, Con +18, Wis +13, Cha +16

Skills Intimidation +16, Perception +21, Stealth +10

Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 31

Languages Common, Draconic, Kitzish

Challenge 27 (105000 XP) **Proficiency Bonus** +8

Eidolic Weapons. Versellendrake's attacks are both magical and eidolic.

Innate Spellcasting. Versellendrake's spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

- **At will:** command, scrying, sending, system flush
- **2/Day each:** nogistune's soulbound vessel
- **1/Day each:** regenerate, meteor swarm, power word recall

Legendary Resistance (4/Day). If Versellendrake fails a saving throw, it can choose to succeed instead.

Uncanny Miasma. Poison damage from Versellendrake ignores resistances, and immunity to poison damage only reduces the damage to half instead. This does not apply to damage the dragon might deal to itself.

ACTIONS

Multiattack. Versellendrake makes one Bite attack and two Claw attacks.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 20 (3d12) poison damage.

Claw. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 19 (2d8 + 10) slashing damage. If the target is Huge or smaller it is grappled (escape DC 20) and is restrained until this grapple ends. While grappling a creature this way he cannot make Claw attacks except one each turn against the grappled creature.

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. Hit: 23 (2d12 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Breath Weapon (Recharge 5-6). Versellendrake uses one of its breath options.

- **Poison Plague.** Versellendrake exhales a burst of poison at a point it can see within 300 feet, which explodes in a 60-foot-radius sphere of skin-melting poison. Each creature in that area must make a DC 26 Constitution saving throw. On a failed save, the creature takes 78 (12d12) poison damage. On a successful save, the creature takes half as much damage.
- **Toxic Suffocation.** Versellendrake exhales a miasma of toxins that spreads around it in a 100-foot-radius sphere centered on him. This miasma moves around corners and can pour through openings as small as 1 inch wide. Each creature within that sphere must make a DC 26 Constitution saving throw. On a failed save, the creature takes 33 (5d12) poison damage and is poisoned. While poisoned this way, the creature takes 7 (1d12) poison damage at the start of each of their turns, and at the end of their turns, they can repeat the saving throw, ending the effect on a success.

Bonus Actions

Change Shape. The dragon transforms into any creature that is medium, small or tiny, while retaining its game statistics (other than its size), though if it is tiny it cannot use its multiattack. This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Reactions

Beyond the Weave (Recharge 5-6). When one or more creature within 120 feet of Versellendrake targeted by the same magical effect or spell (except itself), he may grant them a +5 bonus on the first save they make against it.

Corrosive Shield. In response to an attack targeting it, Versellendrake creates a shell of hardened corrosive ichor, increasing his AC by 5 until the end of this turn. Any attack that hits him breaks the shell and ends this effect, but any creature who makes a melee attack against him from within 5 feet and misses takes 11 (2d10) poison damage.

LEGENDARY ACTIONS

Versellendrake can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. Versellendrake regains spent Legendary Actions at the start of his turn.

Attack. Versellendrake makes one Claw or Tail attack.

Wing Attack (Costs 2 Actions). Versellendrake beats his wings. Each creature within 30 feet of him must succeed on a DC 26 Dexterity saving throw or take 14 (1d6 + 10) bludgeoning damage and be knocked prone. Versellendrake can then fly up to half his flying speed.

Poison Cyclone (Costs 3 Actions). A vortex of poison surges around Versellendrake. All creatures within 30 feet of him must make a DC 26 Constitution saving throw, taking 11 (2d10) bludgeoning damage and 12 (2d12) poison damage on a failure.



Yokai

Yokai from Somnus Domina are spirits born in the Shadowfell from the negative actions and emotions of mortals.



Dekishikori

Huge fiend (yokai), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 275 (22d12 + 132)

Speed 40 ft., fly (hover) 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Dex +7, Int +7, Cha +7

Skills Insight +9, Perception +9, Stealth +15

Immunities psychic; piercing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Condition Immunities frightened

Senses blindsight 120 ft., darkvision 240 ft., passive Perception 19

Challenge 14 (11500 XP) **Proficiency Bonus** +5

Amphibious. The dekishikori can breathe air and water.

Legendary Resistance (3/day). When the dekishikori fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dekishikori has advantage on saving throws against spells and magical effects.

Restoration. When the dekishikori falls under half its maximum hit points its body begins to restore itself. It regains 20 hit points at the start of each of its turns, as long as it has at least 1 hit point, until it starts its turn with more than half of its maximum hit points.

Yokai Nourishment. When the dekishikori scores a critical hit, it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The dekishikori uses its Frightful Presence. It then makes three attacks: one with its Bite and two with its Claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 6 (1d10) psychic damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 5) slashing damage.

Dekishikori

Born from the shame and anger released when ancient dragons, wyverns, drakes, or other proud dragonkin die, are defeated, or put to shame, these yokai resemble wingless dragons. Born from pride and anger, they seek to control their environments and inflict pain and shame upon those who defy their will. Their bodies are made of shadow and psychic energy, allowing them to become ethereal for brief periods of time.

These creatures subjugate and control lesser yokai. They are revered as if the dragons of their plane, and have a particular hatred for shadow dragons, feeling they are an incomplete version of themselves.

When dekishikori makes it to the Material Plane they have a straight-forward goal: inflict as much death and despair as possible, seeking revenge for the beast that was put to shame to cause their creation. They have no concept of personal responsibility and so will treat all mortal beings as being guilty of that crime.

Frightful Presence. Each creature that the dekishikori chooses in a 120 foot range must make a DC 16 Wisdom saving throw or become frightened for 1 minute. The creature must be aware of the dekishikori's presence to satisfy the terms of this effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the dekishikori's Frightful Presence for 24 hours.

Breath Weapon (Recharge 5-6). The dekishikori uses one of the following breath weapon options:

- **Screaming Breath.** The dekishikori unleashes a wave of screeching mental torment in a 60-foot-cone. All targets within range must make a DC 19 Intelligence saving throw, taking 63 (14d8) psychic damage on a failed save, or half as much damage on a successful one.
- **Thunder Breath.** Rather than fire its breath weapon ahead, the dekishikori unleashes a wave of thunderous energy that fills a 30-foot-radius sphere centered on itself. All targets within that range must make a DC 19 Constitution saving throw, taking 36 (8d8) thunder damage on a failed save, or half as much on a successful one. Any creature that fails is knocked 15 feet away from the dekishikori and falls prone.

Bonus Actions

Shadow Form (Recharge 5-6). Until the start of its next turn, the dekishikori's body becomes ephemeral, allowing it to escape from anything that is grappling or restraining it, and rendering it resistant to all damage.

LEGENDARY ACTIONS

The dekishikori can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action action can be taken at a time, and only at the end of another creature's turn. The dekishikori regains spent Legendary Actions at the start of its turn.

Detect. The dekishikori makes a Wisdom (Perception) check.

Bite. The dekishikori makes a Bite attack.

Screaming Wave (Costs 2 Actions.) A wave of psychic energy erupts in a 30-foot-radius sphere centered on the dekishikori. All creatures within that space must make a DC 19 Intelligence saving throw, taking 17 (3d10) psychic damage on a failure.

Sukoshin

Sukoshin is a variation of yokai that resemble foxes and are as shrewd as that likeness implies. These yokai are born from those who crave affection or have experienced extreme loss. Those feelings twist within the Shadowfell and produce these beasts, who instinctively seek to fulfill the desires of those who feel alone in the world. They feed on the misplaced affection and obsession of others, growing stronger while deluding themselves into thinking they're helping their victims deal with their loneliness.

Like all yokai they have a desire for human blood. Some find ways to convince their victims that they should allow them to feed upon their blood as if it were a normal thing to do, while many sukoshin hunt those around their target to isolate them and create dependence. When the time finally comes that their target's desires have dried up or they become dull, a sukoshin will likely slay them and move on to another.

Shapeshifters. Sukoshin can read minds, and will change their form to match that which their target desires. All too often they use their abilities to monitor the dreams and desires of potential victims, then assume the form they most wish to see. They can take the body of a former lover, close friend, or a new individual entirely. Using their magic they integrate themselves into the lives of their victims and breed obsession and necessity. They become indispensable to their partners and consume those feelings of desire to become stronger.

Beast of Many Tails. Each sukoshin grows in proportion to the amount of mortal blood and desire that they consume, and after several years their forms begin to change. They sprout additional tails, growing in size and becoming more powerful as a result. At increments of three, six, and nine tails they gain profound levels of power. Those with three can hunt and kill more efficiently; those with six learn to control multiple targets at once and learn magic that can aid in protecting their own; those who reach nine are the pinnacle of their kind, becoming daiyokai who thirst for adoration from as many people as they can - they are the most efficient temptresses and enticers of the yokai world.

As they grow in power they desire more subjects. Those with three tails often charm multiple partners or small groups of people, perhaps even worming their way into a family. Those with six might aim higher, seeking the partnership of a leader among their kind or becoming the head of an entire settlement. Those with nine have an insatiable thirst for attention and adoration, and so entice and charm all possible. To them, ruling a kingdom is an appropriate means to their ends.

Kits'adrian Resemblance. Due to their nature as fox spirits, sukoshin are often mistaken for the Kits'adrian foxkin of Cu Chullis. They steer into this, often choosing humanoid forms that are based on Kits'adria when they need a neutral form. They might even go as far as to spread rumors about Kits'adria in their communities when they risk being caught, then invent a Kits'adrian identity to oust and "chase away" the source of the problem, while they remain and continue their work.

In a reversal of this situation, some Kits'adria who become obsessed with the attention of others or who live too long within the Shadowfell might become sukoshin. Depending on the level of their abilities and knowledge of magic, this transformation can sometimes give rise to unique breeds of sukoshin or immediately produce daiyokai. This transformation becomes burdened with the obsessions of the sukoshin, compounding upon those the former Kits'adria may already have felt.

Sukoshin

small fiend (yokai, shapechanger), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 63 (14d6 + 14)

Speed 40 ft., burrow 10 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	13 (+1)	7 (-2)	15 (+2)	18 (+4)

Saving Throws Int +0, Cha +6

Skills Deception +6, Perception +4, Persuasion +6

Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 14

Languages understands Common, Sylvan, and Elvish (only speaks in humanoid form)

Challenge 4 (1100 XP) **Proficiency Bonus** +2

Engaging Charm. The sukoshin can keep a creature charmed indefinitely, as long as it charmed them using a spell. They do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. The sukoshin's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** charm person, detect thoughts

Magic Resistance. The sukoshin has advantage on saving throws against spells and magical effects.

Yokai Nourishment. Whenever the sukoshin scores a critical it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The sukoshin makes two weapon attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Nails. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bonus Actions

Shapechanger. The sukoshin can transform into a medium or smaller humanoid creature, into the form of a regular fox, or back to its true form. Its statistics remain the same across its three forms (except its size).

Reactions

Charmed Guardian. In response to being targeted by a weapon attack it can see, one creature charmed by the sukoshin moves up to its movement speed to a space adjacent to the attacker or the sukoshin, and becomes the attack's new target.

Sukoshin (Three Tails)

Medium fiend (yokai, shapechanger), chaotic neutral

Armor Class 17 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 50 ft., burrow 20 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	13 (+1)	7 (-2)	15 (+2)	18 (+4)

Saving Throws Int +1, Cha +7

Skills Deception +7, Perception +5, Persuasion +7

Resistances piercing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan, and Elvish (only speaks in humanoid form)

Challenge 8 (3900 XP) **Proficiency Bonus** +3

Affectionate Charm. The sukoshin can keep a creature charmed indefinitely, as long as it charmed them using a spell. They do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. The sukoshin's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** charm person, detect thoughts
- **2/Day each:** faerie fire, misty step

Magic Resistance. The sukoshin has advantage on saving throws against spells and other magical effects.

Yokai Nourishment. Whenever the sukoshin scores a critical it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The sukoshin makes three weapon attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Nails. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Bonus Actions

Change Shape. The sukoshin can transform into a medium or smaller humanoid creature, into the form of a regular fox, back to its true form, or into the form of a small single-tailed fox. Its statistics remain the same across its four forms (except its size).

Love to Hate. Creatures charmed by the sukoshin (that it chooses) cease being charmed, and become frightened for 1 minute instead. All creatures frightened of it may attempt a DC 15 Wisdom saving throw at the end of each of their turns, ending the effect on a success.

Reactions

Charmed Guardian. In response to being targeted by a weapon attack it can see, one creature charmed by the sukoshin moves up to its movement speed to a space adjacent to the attacker or the sukoshin, and becomes the attack's new target.

THE HUMANOID FORM OF A SUKOSHIN



Sukoshin (Six Tails)

Large fiend (yokai, shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 162 (25d10 + 25)

Speed 50 ft., burrow 20 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	13 (+1)	7 (-2)	15 (+2)	18 (+4)

Saving Throws Int +2, Cha +8

Skills Deception +8, Perception +6, Persuasion +8

Resistances piercing, slashing and bludgeoning from nonmagical weapons that aren't silvered

Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Common, Sylvan, and Elvish

Challenge 12 (8400 XP) **Proficiency Bonus** +4

Affectionate Charm. The sukoshin can keep up to 3 creatures charmed indefinitely, as long as it charmed them using a spell. They do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. The sukoshin's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** charm person (5th level), detect thoughts
- **3/Day each:** dispel magic, faerie fire, major image, misty step
- **2/Day each:** hold person (4th level)
- **1/Day each:** dominate person, heal, mislead

Magic Resistance. The sukoshin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The sukoshin's weapon attacks are magical.

Yokai Nourishment. Whenever the sukoshin scores a critical it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The sukoshin makes three weapon attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage.

Nails. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) slashing damage.

Screaming Step (Recharge 4-6). The sukoshin envelopes itself in a shroud of psychic energy, then unleash it as it teleports away. The sukoshin teleports to an unoccupied space it can see within 60 feet. All other creatures within 15 feet of both the space it left and the space it arrives in must make a DC 16 Charisma saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much on a successful one.

Bonus Actions

Change Shape. The sukoshin transforms into a medium or smaller humanoid creature, into the form of a regular fox, back to its true form, or into the form of a small single-tailed fox. Its statistics remain the same across its four forms (except its size).

Love to Hate. Creatures charmed by the sukoshin (that it chooses) cease being charmed, and become frightened for 1 minute instead. All creatures frightened of it may attempt a DC 16 Wisdom saving throw at the end of each of their turns, ending the effect on a success.

Reactions

Charmed Guardian. In response to being targeted by a weapon attack it can see, one creature charmed by the sukoshin moves up to its movement speed to a space adjacent to the attacker or the sukoshin, and becomes the attack's new target.

Sukoshin Daiyokai

Huge fiend (yokai, shapechanger), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 255 (30d12 + 60)

Speed 60 ft., burrow 30 ft., climb 60 ft., fly (hover) 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	7 (-2)	15 (+2)	22(+6)

Saving Throws Dex +12, Int +4, Cha +12

Skills Deception +12, Insight +8, Perception +8, Persuasion +12

Immunities piecing, slashing and bludgeoning from nonmagical weapons that aren't silvered; psychic

Condition Immunities charmed, frightened, exhaustion, paralyzed

Senses darkvision 240 ft., passive Perception 18

Languages Common, Sylvan, and Elvish, telepathy 120 ft.

Challenge 19 (22000 XP) **Proficiency Bonus** +6

Enamored Charm. The sukoshin can keep up to 10 creatures charmed indefinitely, as long as it charmed them using a spell. Those charmed do not consider attempts to bite them or extract blood a hostile action.

Innate Spellcasting. The sukoshin's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** charm person (7th level), detect thoughts, faerie fire, misty step
- **3/Day each:** dispel magic, major image
- **2/Day each:** hold person (4th level), polymorph
- **1/Day each:** circle of death, dominate person, heal, mislead

Legendary Resistance (3/Day). When the sukoshin fails a saving throw, it can choose to succeed instead.

Magic Resistance. The sukoshin has advantage on saving throws against spells and magical effects.

Magic Weapons. The sukoshin's weapon attacks are magical.

Yokai Nourishment. Whenever the sukoshin scores a critical it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The sukoshin makes three attacks: one with its Bite and two with its Claws. It may cast a spell with a casting time of 1 action or use Screaming Step in place of its Bite attack.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 26 (3d12 + 6) piercing damage and 6 (1d10) psychic damage.

Nails. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) slashing damage and 6 (1d10) psychic damage.

Screaming Step (Recharge 4-6). The sukoshin envelopes itself in a shroud of psychic energy, then unleash it as it teleports away. The sukoshin teleports to an unoccupied space it can see within 60 feet. All other creatures within 15 feet of both the space it left and the space it arrives in must make a DC 19 Charisma saving throw or take 40 (8d10) psychic damage on a failed save, or half as much on a successful one.

Shadow Gate (Recharges after a Long Rest). As an action, the sukoshin replicates the effects of the *shadow gate* spell.

Bonus Actions

Change Shape. The sukoshin can transform into a medium or smaller humanoid creature, into the form of a regular fox, back to its true form, or into the form of a small single-tailed fox. Its statistics remain the same across its four forms (except its size).

Love to Hate. Creatures charmed by the sukoshin (that it chooses) cease being charmed, and become frightened for 1 minute instead, during which time they take 1d10 psychic damage at the start of each of their turns. All creatures frightened of it may attempt a DC 19 Wisdom saving throw at the end of each of their turns, ending the effect on a success.

Reactions

Charmed Guardian. In response to being targeted by a weapon attack it can see, one creature charmed by the sukoshin moves up to its movement speed to a space adjacent to the attacker or the sukoshin, and becomes the attack's new target.

LEGENDARY ACTIONS

The sukoshin can take 2 Legendary Actions (plus 1 for every three conscious creatures it is in combat with, maximum 4), choosing from the options below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. They regain spent Legendary Actions at the start of their turn.

Attack. The sukoshin makes a bite or nail attack against a creature within range.

Impulse to Betray (Costs 2 Actions). The sukoshin forces two creatures it can see within 120 of it to make a DC 19 Charisma saving throw. On a failed save, each of those creatures moves up to half their movement speed and makes a weapon attack against a creature the sukoshin chooses.



Yūrei'adria

Kits'adria of the fallen breeds - those of the feeblecoats, kitterkin and blackwinds - suffered a schism when Luxus made the decision to wipe their genetic code from the race's future. This act did not prevent breeding, but did cause their children to be born as deepwood Kits'adria instead, a decision that the "cursed" bloodlines didn't understand. In retaliation, those Kits'adria appealed to Kitsune, who only upheld that Luxus had their reasons and that they did what they had out of a sense of duty. Confused, these Kits'adria sought out their fallen progenitor.

Those who went to Tamamo no Mae, Samaru, and Nogistune were welcomed with open arms. They were greeted with mercy, and Nogistune went against Luxus' will, using her necromantic magics to grant the Kits'adria their ability to reproduce without interference again. The results were not ideal, however: those who were born were tainted by the Shadowfell, and shortly after being born were revealed to have been born as yokai, referred to as yūrei'adria.

Shadow Beast. The yūrei'adria have the vague semblance of a Kits'adrian body, but with distorted characteristics. Their skin is a featureless dark void. Their formerly humanoid bodies are often hunched as they tend to walk on all four limbs. Their ears and tails remain, but their legs have reversed joints like a fox. Their only defining element is the glowing kitscratch that illuminates their shadowy form, contrasting against the black canvas of their skin. They have no mouth or nose, but their eyes resemble large circular yellow lights.

Grim Service. These Kits'adria were one with shadows, lacking personal features due to their shadowy bodies, and found themselves drawn to the service of their progenitors. As yokai they carry the pain of abandonment and are known to prey upon those who have been abandoned by their loved ones or rejected by others, and some even prey upon the faltering hearts of parents who lost their children.

It is not known if this cursed state was due to Nogistune's interference with Luxus' will, or if this outcome is what Luxus had tried to prevent. Only Luxus and Nogistune would know the truth, and neither wishes to speak upon it. Elstrakin and Kitsune have found it improper to comment on it, and call it a curse provoked by The First to Consume.

Curse Unleashed. Once the first were born, these yokai would come into being all on their own as normal yokai do, even without Kits'adria parents to sire them. They are born from the emotional torment of miscarriages, rejection, and isolation. When hunting mortals and trying to exploit them to feed, they often whisper in the ears of targets to tear people apart, then convince those they have isolated that they are unlovable and were abandoned because they are worthless and weak.

Yūrei'adria

Medium fiend (yokai), chaotic neutral

Armor Class 17

Hit Points 45 (10d8)

Speed 40 ft., fly (hover) 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	24 (+7)	10 (+0)	6 (-2)	16 (+3)	15 (+2)

Saving Throws Str +1, Dex +9, Con +2, Wis +5

Skills Stealth +9, Survival +5

Vulnerabilities radiant

Resistances piercing, slashing, bludgeoning

Immunities poison, necrotic, psychic

Condition Immunities charmed, grappled, restrained, poisoned, prone

Senses devilsight 60 ft., passive Perception 13

Languages Kitzish, Sylvan

Challenge 4 (1100 XP) **Proficiency Bonus** +2

Magic Resistance. The yūrei'adria has advantage on saving throws against spells and magical effects.

Shadow Body. The yūrei'adria can take the Hide action anywhere there are shadows, and when it takes the Hide action in darkness it becomes invisible until it would take an action that would reveal a hidden creature.

Shallow Strike. Due to the shadowy body of the yūrei'adria, attacks are often difficult to land. If they take 10 or fewer points of damage from an attack or effect, the attack passes through them harmlessly and they take no damage instead.

Yokai Nourishment. When the yūrei'adria scores a critical hit, it regains hit points equal to the damage dealt.

ACTIONS

Multiattack. The yūrei'adria makes two Rake or Shadow Arrow attacks. If it hits the same creature with both, it can use its Psychic Pulse as a bonus action.

Rake. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 11 (1d6 + 7) slashing damage plus 4 (1d6) psychic damage.

Shadow Arrow. Ranged Weapon Attack: +9 to hit, range 120 ft., one target. **Hit:** 14 (2d6 + 7) psychic damage.

Psychic Pulse. One creature the yūrei'adria can see within 60 feet must make a DC 14 Intelligence saving throw, taking 17 (3d10) psychic damage on a failed save, or half as much on a successful one. If the target is grappled by the yūrei'adria they have disadvantage on their save. If a target fails this save by 5 points or more, they are stunned until the start of the yūrei'adria's next turn.



RACIAL TEMPLATES

THE KITS'ADRIA RACES CAN BE APPLIED TO ANY humanoid NPC by applying the following traits and small changes. These templates can be applied to new creatures you are designing, used to replace existing racial features on a creature, or applied to any NPC with a type of "humanoid (any)".

Ability Score Changes. You may ignore ability score increases and adjustments if you wish, but they are included to reflect the adaptations and general culture these NPCs are expected to have for their subspecies. If they do not apply, you may, of course, use your better judgment and say otherwise.

DC Calculations. When any trait below states it is Ability-based, it means the DC for the trait is equal to 8 + their proficiency bonus + the listed ability score.

Stylistic Changes. These traits may differ slightly from what a player's race would receive. These changes are made to help them run cleanly as an NPC without adding undue complications.

Kits'adria

The traits found here are applied to any Kits'adria you may not want to apply a subrace to, but they are also included in all Kits'adria you add the following traits to.

Ability Score Improvement. The Kits'adria's Dexterity score increases by 2, to a maximum of 20.

Creature Type. The Kits'adria's creature type is "humanoid (Kits'adria)".

Darkvision. The Kits'adria has darkvision out to 60 feet.

Impersonation. As a bonus action, the Kits'adria can cast *disguise self* at will, requiring no spell slots or components.

Languages. The Kits'adria can speak Kitzish, as well as Elven or Common.

Shapeshift. As a bonus action, the Kits'adria can turn into a small fox or return to its true form. While it is a fox, its statistics remain the same, except that its Strength and Constitution scores become 10, and it cannot perform somatic or verbal spell components. Illusion magic cannot affect it while it is in fox form. If the Kits'adria dies, it reverts to its true form.

Angelscratch

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Charisma score is increased by 2, and is a minimum of 16.

Celestial. The Kits'adria's creature type is also considered a "celestial".

Resistances. The Kits'adria is resistant to radiant damage.

Echo Tail Form (recharge 6). As a bonus action, the Kits'adria assumes a celestial form with radiant fur and a tail split into a number of new tails equal to its proficiency bonus. When it fails an attack roll, saving throw, or ability check, it can roll a d20 and replace its roll with the new result. It can do so a number of times equal to the number of tails it has, then this effect ends. While under this effect, it cannot be targeted or affected by illusions, its form cannot be altered, and all of its attacks deal extra radiant damage equal to its Charisma modifier.

This effect does not roll to recharge while it is still active.

Caped

Ability Score Adjustment. The Kits'adria's Dexterity score increases by 2, and is a minimum of 16.

Fleeting Action. The Kits'adria can Disengage in reaction to an opportunity attack.

Movement. The Kits'adria has a climb speed equal to its walking speed, and its fox form has a burrowing speed equal to half that.

Unflinching Heel. The Kits'adria ignores penalties caused by difficult terrain unless they would cause damage to them.

Deepwood

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Constitution score increases by 2, and is a minimum of 16.

Proficiencies. The Kits'adria has proficiency in Wisdom (Survival) checks. If they already did, they add their proficiency bonus to them a second time.

Pursuit. When a creature provokes an opportunity attack from them, the Kits'adria can use their reaction to move up to their movement speed but must use this speed to stay as close to the triggering creature as possible.

Dustmoon

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Wisdom score increases by 2, and is a minimum of 16.

Rundown (recharge 4-6). The Kits'adria can use its bonus action to double its movement speed until the start of its next turn.

Shadow Dweller. When in darkness or dim light, the Kits'adria can take the Hide action as if it had total cover. While hidden this way, if it would be revealed by making an attack, it can use its reaction to remain hidden instead.

Devilscratch

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Charisma score increases by 2, and is a minimum of 16.

Bite (Fox Form Only). Melee Weapon Attack: +X to hit, reach 5 ft., 1 target. Hit: 1d6 + X piercing damage plus Xd4 fire damage. The attack bonus is equal to their proficiency bonus plus their Strength or Dexterity score (whichever is higher), and that modifier is added to their piercing damage. The number of d4s for their fire damage is equal to their proficiency bonus.

Claw (Fox Form Only). As a bonus action, the Kits'adria makes a *Melee Weapon Attack*: +X to hit, reach 5 ft., 1 target. Hit: X slashing damage. The attack bonus is equal to that of the Bite attack, and the slashing damage dice are equal to their Bite attack's piercing damage dice.

Fiendish. The Kits'adria's creature type is also considered "fiend (devil)".

Flaming Fur (recharge 5-6). As a reaction to being hit by a weapon attack, the Kits'adria's attacker must make a (Charisma-based) Dexterity saving throw, taking 2d10 fire damage on a failed save, or half as much damage on a successful one.

Hellfox. The Kits'adria's fox form is a medium-sized fiery fox that does not have altered Ability scores. While in fox form, they can wield a single one-handed weapon in their mouth, their movement speed increases by 10 feet, and they can perform verbal spell components.

Resistances. The Kits'adria is resistant to fire damage.

Half-Breed

Apply the following traits:

The Half-Breed is variable enough that there are few clean ways to determine their traits. We recommend choosing one racial trait from one of the Kits'adria subraces and from this NPC's other parent's race and include both. When in a rush, you may use the following basic adjustments, however:

Evasion. When the Kits'adria makes a Dexterity saving throw to take half damage from an effect, they take half damage on a failure and no damage on a success.

Shapeshift Adjustment. The Kits'adria does not have the Shapeshift feature.

Versatility. When the Kits'adria makes a check using a Saving throw, Ability score or skill in which it does not have proficiency, it adds half its proficiency bonus (rounded down) to the check instead (minimum +2).

Megiscratch

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Intelligence score increases by 2, and is a minimum of 16.

Limited Magic Resistance. The Kits'adria has advantage on saving throws made against spells or magical effects that target only it.

Natural Arcana. When giving it this feature, grant the Kits'adria two spells a wizard, sorcerer, or inscriptor can cast, are part of the Skulker's Grimoire, or are arcane in nature. One must be 1st-level, and the other must be 2nd-level. The Kits'adria can cast each of these spells a collective number of times per day equal to its proficiency bonus, using its Intelligence as its spellcasting stat, requiring no material components.

Redpaw

Apply the following traits:

Ability Score Adjustment. The Kits'adria's Strength score increases by 2, and is a minimum of 16.

Hearty Restitution (recharge on short or long rest). When the Kits'adria is reduced to 0 hit points, it is reduced to 1d10 + its challenge rating instead.

Nails. Melee Weapon Attack: +X to hit, light, reach 5 ft., 1 target. **Hit:** Xd6 + Strength or Dexterity piercing damage. This attack can also be taken as a bonus action. The Attack bonus equals their proficiency bonus plus their Strength or Dexterity score, and the number of d6s for its damage equals half their proficiency bonus (rounded down).

Proficiencies. The Kits'adria gains proficiency in Wisdom (Survival) checks. If it already did, it has advantage on them instead.

Snowfield

Apply the following traits:

Condition Immunities. The Kits'adria is immune to being blinded.

Resistances. The Kits'adria is resistant to cold damage.

Snowstep. The Kits'adria does not suffer penalties from snowy or freezing environments and can treat its movement speed as a climb speed when climbing icy and snowy surfaces.



QUESTIONS & ANSWERS

PLAYING A KITS'ADRIA CAN COME WITH A GREAT MANY decisions and questions. Their culture and personal backgrounds can be varied and malleable. In this section, you will be presented with various tools and some advice that might help to inform the process of creating and playing them.

The following are a small number of questions that may come up when running, building, or GMing for a Kits'adria. As with any game, your table is king regarding how things really are, but this section exists to help sell the authorial intent of the race.

Do Kits'adria have anything resembling cities or large centers of civilization?

Kits'adria can! They tend to shift in size and scale, but they can have large communities or a strong presence in a city, town, etc. They are traditionally druidic and like areas with lots of natural elements, but this shouldn't be confused with some kind of conditioning: they can love cities just as much! A whole district's worth of Kits'adria in a city or a forest-bound city of Kits'adria can absolutely exist. However, they will probably settle around some large important fixture, such as Springmoon's temple or a major natural wonder.

As shapeshifters, what is a Kits'adria's relationship with their physical form?

A Kits'adria has a very fluid sense of self. Concepts like gender and specific physical attributes are far from absent, but are not considered important. Their vanity regarding youth results from their age-locked bodies and the natural sense of choice they have as shapeshifters, not because they think youth and beauty indicate superiority. Regarding gender, a Kits'adria pup will largely discover themselves as they dream their mortal form into existence, and a great deal of natural self-discovery takes place at this time.

Their physical sex and gender may entirely change by the time this process ends, and these attributes may change over their life. Even the First to Skulk, though usually consistent in their physical form, sometimes change their sex and gender across incarnations. Having spent over 1000 years in one state at the start of their lives, however, they do tend to settle into what is familiar.

Do the Kits'adria have a shared moral center, since some of the text implies they are tricksters and chaotic?

Flavor text is what it is, but they come in all sorts. Kits'adria might be as dull as a rock, as scholarly as an archmage, or as uptight as a paladin from 2nd edition D&D. Their descriptions as tricksters describe common patterns of behavior that come from their cultural sense of freedom, ability to change their form, and the general boredom that comes from having an incredibly long life with no natural higher calling. It is a conclusion they can commonly come to, but nothing is compelling them to act like thieves, tricksters, or anything else. In fact, there would be pockets of lore-keepers, mages, gentle druids, and scholars among Kits'adria (primarily in Cu Chullis, where they're more common), and Elves would likely share a large overlap in civilization with them.

What is their connection to real-world cultures with stories about foxes and fox spirits?

There is an obvious overlap between Kits'adria and various shapeshifting fox spirits in many cultures. In Somnus Domina, they have a culture with aesthetics that would appear heavily Gaelic/Celtic, and this is related to the setting as a whole: Cu Chullis is inspired by various Asian cultures, as well as strong inspirations from Gaelic and Norse mythology. The names of various types of fox spirits are borrowed, such as Kitsune, Nogistune, etc, but they are not used in a way that is meant to represent those cultures. Cu Chullis is an ambiguous melting pot that borrows, not represents, or derives. Kits'adria are this: they are not meant to be taken as allegories for nine-tailed foxes, kitsune, etc.

To see the variety of mythologies they can draw from; please refer to all of the art included in this very book! You'll notice that their progenitors, the First to Skulk, have few through-lines beyond the fox aesthetic.

If they're foxes, why do they have rabbit-like ears?

Foxes in Somnus Domina have ears like that. That's the short, fun answer. The slightly longer answer is a reminder that they are "fox-like", rather than actual foxes. They aren't half-fox but are a distant relative of a single fox turned immortal, later turned into a divine elemental, who then forged their first members in the image of their master, who had themselves been visually mutated to be fox-like in some ways.

The short answer is better, though. Somonian foxes have long fluffy ears and short normal ones, depending on their breed.

Kits'adria Outside Somnus Domina

The Kits'adria is a race native to Somnus Domina, a world of crystal gods and splintered nations. In particular, they hail from a nation of Elven rule, Cu Chullis. As described previously, they are a nomadic sort of civilization that rarely settles into large groups, but this is not always the case. Regardless, you may not be playing in this setting, as there are many wonderful settings to choose to play Dungeons and Dragons in (perhaps even your own!)

If this is the case, then there are a few things you can do to include Kits'adria and their culture in your setting. They fit in well in the Feywild, occupying their own nation there, and the primary settlements and temples they hold may be there instead. The key figures in their history, the First to Skulk, can be wild spirits guided by Kitsune, who can serve as a powerful fey spirit rather than a deity. Luxus' role would inevitably be different, but she can occur as a minor god of honorable thievery, pirates, and/or trickery in most settings.

In settings where this is the case, they can populate the Material plane, but their origins can be traced back to the Feywild. This could be used as the catalyst for all sorts of unique angles: perhaps they all seek to return to the Feywild during their life to reconnect with their heritage, or communities of them in the Material plane may run temples that grant passage between the planes, primarily to their own people. In any case, their overall role in other settings is easy to justify, even if their inclusion might be considered a new development when you decide to add them.

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TRICKSTERS OF SOMNUS DOMINA

Somnus Domina is the setting that Nat19's Vestige of Ophiuchus games takes place in. This magical world filled with secrets, gods, awakening nightmares, and a society recovering from world-ending events is home to many mysterious and fantastic races, the Kits'adria being only the tip of the iceberg.

The Kits'adria, humanoids with appearances that resemble foxes, are a race descended from the agents of Luxus, an Eidolic God. The Kits'adria are a magical and whimsical race with a long history who use their shape-shifting powers to make their way in a sometimes unforgiving world. They are a playful reminder that fun and adventure are in this world's very DNA.

This book contains the race itself, as well as 9 subraces, and a plethora of character and game master tools. There are a wealth of subclasses, magical items, artifacts, feats, plot hooks, history and lore, and a bestiary containing everything from basic Kits'adria and foxes to world-ending beasts and the Eidolic God Luxus herself.

Finally, suggestions are included to use the Kits'adria in other settings where their regular history may not fit. This rich material book should present options that any table would enjoy.



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